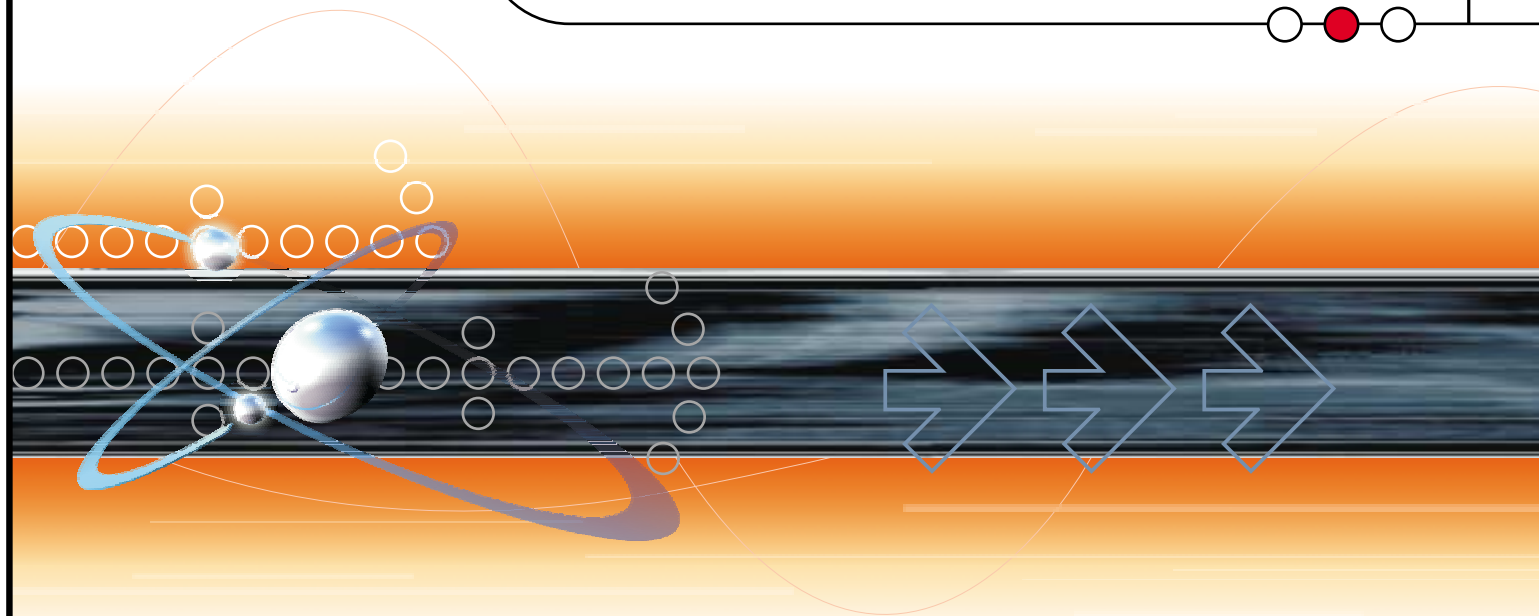


Corel **PHOTO-PAINT® 10**



USER MANUAL

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Corel PHOTO-PAINT® 10 User Guide

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This book was designed and created using award-winning Corel® publishing and graphics software. WordPerfect® and Corel VENTURA™ were used to produce this book, and the illustrations were created in CorelDRAW® and Corel PHOTO-PAINT®.

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INTRODUCTION





WELCOME TO COREL PHOTO-PAINT®

Corel PHOTO-PAINT® is a bitmap-based image-editing program that lets you retouch existing photos or create original graphics. Corel PHOTO-PAINT gives you the tools and supplies of a professional graphic design studio. You can choose from an array of media and textures; colors and brushes; and a library of ready-made images. You can also animate your images and publish your work to the Internet.

In this section, you'll learn about

- Corel® Corporation
- Installing and uninstalling applications
- Registering Corel PHOTO-PAINT
- Starting and quitting Corel PHOTO-PAINT

- Using Corel PHOTO-PAINT Help
- Exploring the work area
- Setting options

ABOUT COREL CORPORATION

Corel Corporation is an internationally recognized developer of award-winning business productivity, graphics, and operating system solutions on the Windows, Linux, UNIX, Macintosh, and Java platforms. Corel also develops market-leading, Web-based solutions, including applications, e-commerce and online services. For access to these services and more information about Corel and its products, see www.corel.com/ or www.corelcity.com/ on the Internet. Corel is headquartered in

Ottawa, Canada. Corel's common stock trades on the NASDAQ Stock Market (symbol: CORL) and on the Toronto Stock Exchange (symbol: COR).

COREL WANTS YOUR FEEDBACK

If you have any comments or suggestions about Corel PHOTO-PAINT documentation, you can send them by email to drawdoc@corel.com or by regular mail to the following address.

Creative Products Documentation Manager
Corel Corporation
1600 Carling Avenue
Ottawa, Ontario, Canada
K1Z 8R7

Corel can't respond to your messages individually, but you can check the Corel PHOTO-PAINT Web site for the latest product news, tips and tricks, and product upgrade information. You can access the Corel PHOTO-PAINT Web site at <http://www.corel.com/paint10/index.htm> on the Internet.

COREL TRAINING MANUALS

Corel training manuals are the fast and easy way to learn about all of our applications. Corel training manuals include easy to follow, step-by-step instructions, and are illustrated throughout. Comprehensive, hands-on exercises provide the opportunity to practice the new concepts and skills that you have learned. The

modular structure of the course material makes Corel training manuals easily adaptable to different user groups and learning needs. Designed for both instructor-led training and self-paced study, the manuals target various levels of software knowledge, from new to experienced users.

For more information and pricing details, you can contact us by telephone at 1-800-77-COREL or visit www.corel.com on the Internet.

COREL SUPPORT AND SERVICES

The Corel product you are using is supported by the Corel Client Services team. This team is committed to providing quality customer service and support that is easy to access and convenient to use, while fostering one-to-one customer relationships.

If you have a question about the features and functions of Corel applications or operating systems, see the user guide or online Help for the product you are using. Updates and technical information are also available in the Release Notes.

YEAR 2000 INFORMATION

Presenting timely solutions to the Year 2000 needs of users is a critical concern at Corel. For the latest information about new products and major upgrades of existing products that have been

tested for Year 2000 date-related issues, visit Corel Corporation's year 2000 policy Web site at <http://www.corel.com/year2000> on the Internet.

REGISTERING COREL PRODUCTS

Registering Corel products is important. Registration provides you with timely access to the latest product updates, valuable information about product releases and access to free downloads, articles, tips and tricks, and special offers.

For more information about registering a Corel product see the online Help for the product or see <http://www.corel.com/support/register> on the Internet.

Technical support

The Web address for Corel is <http://www.corel.com> on the Internet. A list of localized Corel Web sites is available at <http://www.corel.com/international/country.htm> on the Internet. Corel LINUX information is available at <http://linux.corel.com> on the Internet.

Self-serve technical support options

Several self-serve tools are available to address technical questions 24 hours a day, seven days a week.

Self-serve option	How to access
Support newsgroups	http://www.corel.com/support/newsgroup.htm
Knowledge Base	http://kb.corel.com
FAQs	http://www.corel.com/support/faq
AnswerPerfect	http://www.corel.com/support/answerperfect.htm
File Transfer Protocol (FTP)	ftp://ftp.corel.com
FTP information	http://www.corel.com/support/ftpsite/ftpindex.htm
Online Help	Type keyword Technical Support
Interactive Voice Answering Network (IVAN)*	1-877-42-COREL
Automated Fax on Demand*	1-877-42-COREL

*IVAN and Fax on Demand are available only in North America.

Telephone technical support options

Corel users can use complimentary and fee-based telephone technical support options. Three levels of support are available.

Installation and Configuration Service

Installation and Configuration Service is a complimentary, 30-day service designed to address installation, configuration, and new feature issues. This service begins on the day of your first technical support call.

Installation and Configuration Service replaces Classic Service, however, Corel will honor previously purchased Classic contracts. For more information see

<http://www.corel.com/support/options/telephone.htm> on the Internet.

Installation and Configuration Service is not available for OEM, "White box," Jewel Case (CD only), trial, or Academic versions of Corel products.

Priority Service

Priority Service is a fee-based service for users who require the help of second-level technicians. Priority Service may be purchased by the minute, by the incident, or on a term basis. Options range from core-business-hour access for individual users to around-the-clock access for multiuser environments.

Premium Service

Premium Service is Corel's highest level of support. This service is designed for organizations that want to establish a direct relationship with Corel and for organizations that employ dedicated support professionals or have centralized technical management.

CUSTOMER SERVICE

Corel Customer Service can provide you with prompt and accurate information about Corel product features, specifications, pricing, availability, and services. Corel Customer Service does not provide technical support. You can access Customer Service support through the following avenues.

World Wide Web

You can access general customer service and product information at <http://www.corel.com/support> on the Internet.

Mail, fax, email

You can send specific customer-service questions to Corel Customer Service representatives by mail, fax, and email.

Corel Corporation
Corel Customer Service
1600 Carling Avenue
Ottawa, Ontario
Canada K1Z 8R7

Fax: 1-613-761-9176

Email: custserv2@corel.ca

Telephone

You can telephone Corel Customer Service centers with your questions.

In North America, you can reach Corel Customer Service by calling the 1-800-772-6735 toll-free line. The hours of operation are 9:00 A.M. to 9:00 P.M., eastern time (ET), Monday through Friday, and 10:00 A.M. to 7:00 P.M. on Saturdays.

Corel customers residing outside North America can contact Corel Customer Service representatives in Dublin, Ireland, by calling the 353-1-213-3912 toll line, or they can call a local authorized Corel Customer Service Partner.

INSTALLING AND UNINSTALLING APPLICATIONS

The Corel Setup wizard makes it easy to install and uninstall Corel applications. The Setup wizard lets you:

- install any Corel applications included in your software package
- add components to currently installed applications
- refresh files and configurations of currently installed applications

- uninstall all or some of the components of Corel applications

TO INSTALL NEW COMPONENTS OR TO UPDATE YOUR CURRENT INSTALLATION

- 1 Close all applications.
- 2 Insert **Corel DRAW CD#1** into the CD drive.
If the Corel Setup wizard does not start automatically, click **Start** on the Windows taskbar, and click **Run**. Type D:\Setup, where D is the letter that corresponds to the CD drive.
- 3 Select one of the following options and follow the instructions in the Corel setup wizard:
 - **Add New Components** — if you want to install components that are not already installed
 - **Update Current Installation** — if you want to refresh your installation of the application and restore all settings to their default values
 - **Custom Setup** — if you want to specify which components to include

TO UNINSTALL

- 1 Click **Start** on the Windows taskbar, and click **Programs** ▶ **CorelDRAW 10** ▶ **Setup and notes** ▶ **Corel uninstaller**.
- 2 Follow the instructions in the **Corel uninstaller wizard**.

REGISTERING COREL PHOTO-PAINT

You must register Corel PHOTO-PAINT to be eligible for technical support. Registered users receive our email newsletter, which contains information about new product releases and updates, free downloads, articles, tips, and special offers. If you have an Internet connection, you can register by following the instructions provided during installation.

STARTING AND QUITTING COREL PHOTO-PAINT

You can start Corel PHOTO-PAINT from the Windows taskbar, and end your Corel PHOTO-PAINT session from the application.

TO START COREL PHOTO-PAINT

- From the Windows taskbar, click **Start ▶ Programs ▶ CorelDRAW 10 ▶ Corel PHOTO-PAINT 10**.

TO QUIT COREL PHOTO-PAINT

- Click **File ▶ Exit**.

Using COREL PHOTO-PAINT Help

Corel PHOTO-PAINT has a variety of features that help you work with the application:

- **Corel PHOTO-PAINT User Guide** — paper documentation explaining Corel PHOTO-PAINT concepts and features and providing procedures for the basic tasks you will perform.
- **Online Help** — comprehensive online documentation providing procedures for most of the tasks you will perform. Information is accessed through the table of contents, index, or word/phrase search tool.
- **Context Help** — lets you access information about specific buttons, icons, and sliders on the user-interface.
- **CorelTUTOR** — lets you work through a series of practical lessons that introduce you to the application's major capabilities.
- **ToolTips** — lets you access information about icons and buttons.

TO USE ONLINE HELP

- 1 Click **Help ▶ Help Topics**.
- 2 Click one of the following tabs:
 - **Contents** — to browse through topics by category
 - **Index** — to see a list of index entries
 - **Find** — to search for a particular word or phrase in the online Help




You can also

Print an entire section	Click a title on the Contents page, and click Print .
Print a topic	Open a Help topic, and click the Print button in the Help window.



After you access an online Help topic, you can access related topics by clicking on the green highlighted text, the **How To** buttons, the **Related Topics** buttons, or the **Overview** buttons.

To use context Help

To access context Help for	Do the following
Dialog boxes	Click  in the dialog box, and click the item you want help on.
Menu commands	Click  on the standard toolbar, and click the item you want help on.
Tools and controls	Click  on the standard toolbar, and click the item you want help on.

To access context Help for**Do the following**

Docker windows	Click  on the standard toolbar, and click the item you want help on.
The status bar	Click  on the standard toolbar, and click the item you want help on.



The status bar at the bottom of the application window lets you familiarize yourself with work area elements by displaying brief descriptions of buttons, controls, and menu commands as you move the mouse over them.

To use CORELTUTOR

- Click **Help ► CoreLTUTOR**.

To display ToolTips








- Position the cursor over an icon or a button.










Exploring the work area


An image that you open or create in Corel PHOTO-PAINT appears in an image window. You can open more than one image window, but you can apply commands to the active image window only. Application commands are accessible through the menu bar, toolbars, and toolbox. The property bar and Docker windows provide access to commands that are relevant to the active tool or current task. The property bar, Docker windows, toolbars and toolbox and can be opened, closed, and moved across your screen at any time.

Toolbars

Toolbars consist of buttons that are shortcuts to many menu commands. The standard toolbar consists of commonly used commands. The table below outlines the buttons on the standard toolbar.

Press this button	To
	Start a new drawing
	Open a drawing
	Save a drawing
	Print a drawing
	Cut selected objects to the Clipboard
	Copy selected objects to the Clipboard
	Paste the Clipboard contents into a drawing


Press this button	To
	Undo the last action
	Redo the last action
	Import a drawing
	Export a drawing
	Expand the work area
	Show or hide the mask marquee
	Show or hide the object marquee
	Show the image properties
	Launch Corel applications

Press this button	To
	Launch Corel Graphics Community Web site
	Launch What's This? or context help






Toolbox







The toolbox consists of flyout toolbars. Flyouts contain a set of related Corel PHOTO-PAINT tools. A small arrow in the right-hand corner of a toolbox button, indicates a flyout.


Descriptions of Corel PHOTO-PAINT's flyouts and their tools appear below.

Flyout	Description
	The Object tools flyout lets you access the Object picker tool and the Transformation tool.



Flyout	Description
	The Mask tools flyout lets you access the Rectangular mask tool, the Circle mask tool, the Freehand mask tool, the Lasso mask tool, the Scissors mask tool, the Magic wand mask tool, and the Mask brush tool.
	The Zoom tools flyout lets you access the Zoom tool and the Hand tool.
	The Undo tools flyout lets you access the Local undo tool, Eraser tool, and Color replacer tool.
	The Shape tools flyout lets you access the Rectangle tool, the Ellipse tool, the Polygon tool, and the Line tool.
	The Fill tools flyout lets you access the Fill tool and the Interactive fill tool.

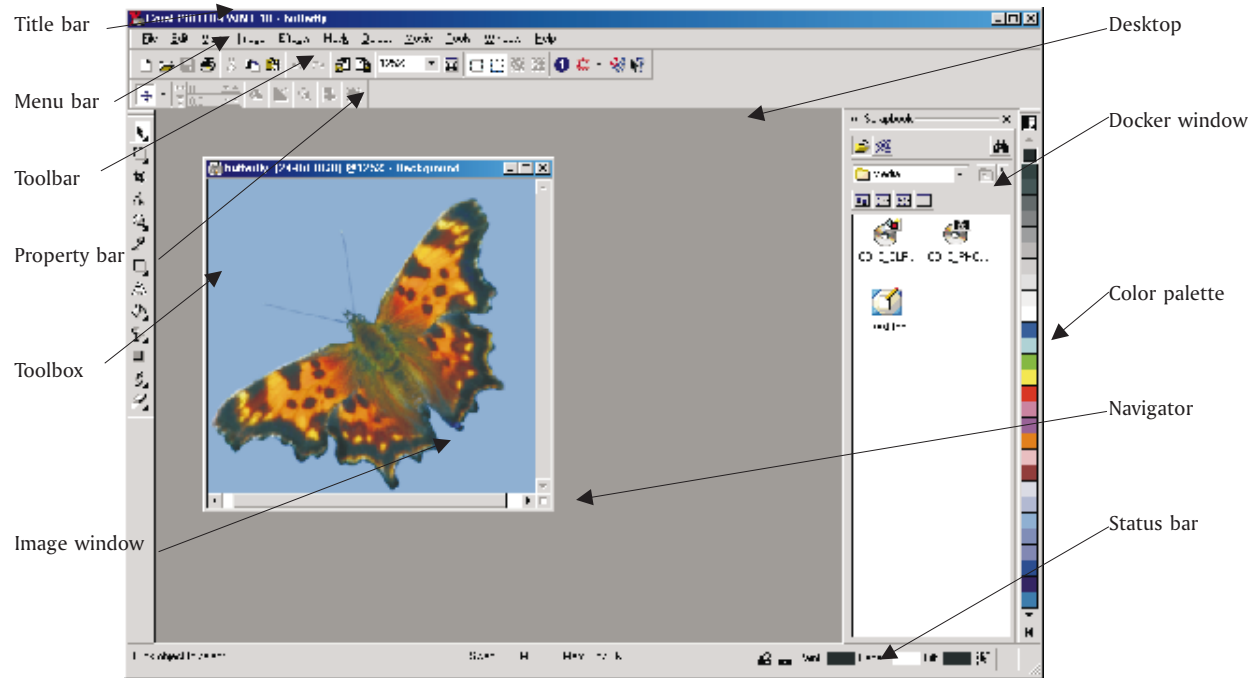
Flyout	Description
	The Object transparency tools flyout lets you access the Object transparency tool, the Color transparency tool, and the Transparency brush tool.
	The Brush tools flyout lets you access the Paint tool, the Effect tool, the Clone tool, and the Image sprayer tool.
Tools	Description
	The Path tool lets you create and edit paths.
	The Deskew crop tool lets you define a cropping area and straighten crooked images.
	The Eyedropper tool lets you choose colors from an image.
	The Text tool lets you add text to your image and edit existing text.

Tools	Description
	The Interactive dropshadow tool lets you add shadows to objects.

FROM HERE

For more information about...	In the online Help index, type
Setting options	options, setting
Setting the units of measure	measure

COREL PHOTO-PAINT 10 Workspace TOUR

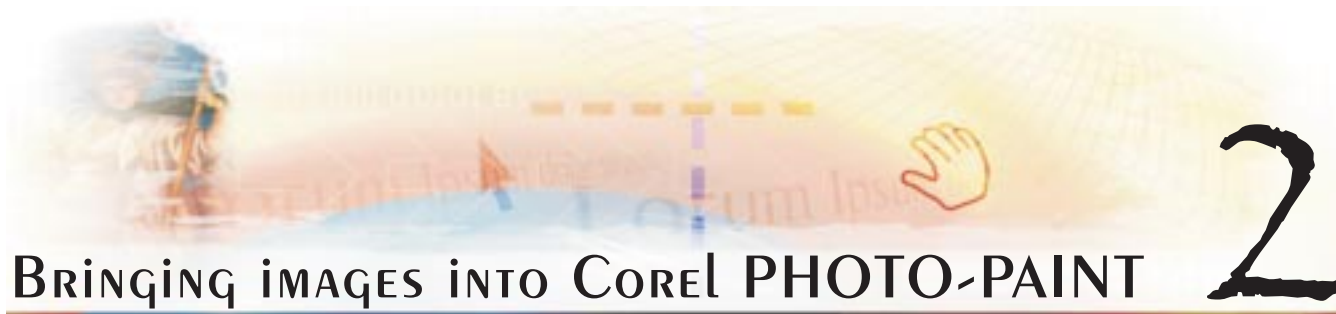


Work area	Description
Title bar	The area displaying the title of the active image
Menu bar	The area containing menus
Toolbar	A dockable bar that contains shortcuts to menus and commands
Property bar	A detachable bar that contains commands that relate to the active tool. For example, when the Text tool is active, the property bar displays commands relevant to creating and editing text.
Toolbox	A dockable bar that contains tools for creating, filling, and modifying images
Image window	The area in which the image displays
Desktop	The area outside the image window

Work area	Description
Color palette	A dockable bar that contains colors you can use for creating, filling, and modifying images.
Status bar	An area that displays image information and tips, as well as the current paint, fill, and paper color
Navigator	A button that displays the entire image allowing you to focus the image window on a specific area. The Navigator is only available if you have areas that exceed the image window.
Docker window	A dockable window that provides access to additional commands and image information. Some Docker windows provide a visual display area from which you can access elements such as objects, brushes, and scripts.

Input





BRINGING IMAGES INTO COREL PHOTO-PAINT 2

You can bring images you want to edit or use to create original artwork into Corel PHOTO-PAINT in a variety of ways.

In this section, you'll learn about

- opening images
- importing files
- scanning images
- loading photos from a digital camera
- starting new images

Opening images


You can open most bitmapped images in Corel PHOTO-PAINT. You can also use clipart and photos that are stored on your computer,

on the Corel PHOTO-PAINT CD, or that are available on the Content on the Web site, to enhance your images. You can access these files by browsing or by searching. If you are opening a vector graphic, you will need to import it. For more information on importing vector graphics, see “Importing files” on page 21.

To open an image

- 1 Click **File** ► **Open**.
- 2 Choose the drive and folder where the file is stored.
If you want to view a thumbnail of the image, enable the **Preview** check box.
- 3 Double-click the filename.




You can decrease the dimensions of an image as you open it by choosing **Resample** from the list box to the right of the **Files of type** list box. You can also open an image by clicking the **Open** button  on the toolbar.

To browse for images

- 1 Click **Window** ▶ **Dockers** ▶ **Scrapbook** ▶ **Browse**.
- 2 Navigate to a file stored on your computer or on the CD installed in your CD drive.


You can also

Open a file as a new image	Drag the file into the application window.
Add clipart or a photograph to the active image	Drag the clipart object or photograph onto the image window.
Display the folder tree	Click the flyout button  at the top of the Scrapbook Docker window, and select Show tree .







If you are opening a vector graphic, you will need to import it. For more information on importing vector graphics, see “Importing files” on page 21.




You can also search the Content on the Web site for images by clicking the **Content on the Web** button .

To search for images

- 1 Click **Window** ▶ **Dockers** ▶ **Scrapbook** ▶ **Search**.
- 2 Type a keyword in the **Search for** box.
- 3 In the **Using Indices For** area, click the check box of each Corel application you want to search.
- 4 In the **Search in** area, click the check box of each category you want to search.
- 5 Click **Search**.
- 6 Click one of the following buttons to specify how the search results display:
 - **Large icons** 
 - **Small icons** 
 - **List icons** 
 - **Detail view** 

You can also

Search using a different keyword Click the **New Search** button  and type a new keyword.

You can also

Display the next page of search results Click the **Forward** button  .

Importing files

Corel applications let you import files created in other applications. For example, you can import a JPEG, GIF, or text file. You can import a file and place it in the active application window as an object. The imported file becomes part of the active file. You can also import a file by opening it in a new application window. While importing a graphic, you can resample it to change the number of pixels, eliminate unusable detail, and reduce the file size. You can also crop a graphic to select only the exact area and size of the image you want to import.

To import a file into an active image

- 1 Click **File** ▶ **Import** ▶ **Import**.
- 2 Choose the drive and folder where the file is stored.
- 3 Choose a file format from the **Files of type** list box.
- 4 Click the filename.
- 5 Enable any of the following check boxes:

- **Extract embedded ICC profile** — lets you save the embedded International Color Consortium (ICC) profile to the color directory where the application was installed
- **Check for watermark** — lets you check for an encoding Digimarc watermark when you import files
- **Do not show filter dialog** — lets you use the filter's default settings without opening the dialog box



You can change the sorting order of the file formats in the **Files of type** list box by choosing a sorting method from the **Sort type** list box.

Scanning images

You can scan photos into Corel PHOTO-PAINT using a TWAIN-compatible scanner. For information about installing your scanner's TWAIN driver and interface, see the manufacturer's documentation.

To scan images

- 1 Click **File** ▶ **Acquire image** ▶ **Select source**.
- 2 Choose your scanner from the **Sources** box.
- 3 Click **Select**.
- 4 Click **File** ▶ **Acquire image** ▶ **Acquire**.



To scan additional images during the same session, click **File ▶ Acquire image ▶ Acquire**.

Loading photos from a digital camera

You can load photos from a digital camera source into Corel PHOTO-PAINT using a TWAIN-compatible digital camera. For information about installing your digital camera's TWAIN driver, see the manufacturer's documentation.

You can also name photos and add notes to them.

To load photos into Corel PHOTO-PAINT

- 1 Click **File ▶ Acquire image ▶ Select source**.
- 2 Choose a digital camera from the **Camera** list box.
- 3 Click **File ▶ Acquire image ▶ Acquire**.

You can also

Open photos in the image window

Click the thumbnail of each photo you want to select and click **Open**.

You can also

Save photos

Click the thumbnail of each photo you want to select and click **Save to disk**. Choose the drive and folder where you want to save the photos and click **Save**.

Name a photo

Double-click a thumbnail and type a name.

Add a note to a photo

Click a thumbnail and type a note in the **Photo note for image** box.



To load additional photos during the same session, click **File ▶ Acquire image ▶ Acquire**.

You can click **Move forward** to view photos not displayed in the image window.

Starting new images

You can produce original artwork by starting an image from scratch, by using data copied from another image window or another application to the Clipboard, or by duplicating an existing image.

When you start an image from scratch, you can specify the size of the image, its background color, and the color mode you want to use. You can also specify the image's resolution, or the number of pixels per unit of measure. The higher the resolution you specify, the larger the file size of the image.

To START AN IMAGE FROM SCRATCH

- 1 Click **File** ► **New**.
- 2 Choose a color mode from the **Color mode** list box.
- 3 Choose a size from the **Size** list box.
- 4 Enable one of the following options:
 - **Portrait**
 - **Landscape**
- 5 Choose a value from the **Resolution** list box.
- 6 Open the **Paper color** picker, and click a color for the background.



You can specify a custom page size by choosing **Custom** from the **Size** list box and typing values in the **Width** and **Height** boxes.

You can also create an image by clicking the **New** button  on the standard toolbar.



When you create an image, you can choose either portrait or landscape and you can choose the color of the background.

To CREATE AN IMAGE USING THE CLIPBOARD CONTENTS

- Click **File** ► **New from Clipboard**.

To START AN IMAGE FROM A DUPLICATE

- 1 Click **Image** ► **Duplicate**.
- 2 Type a filename in the **As** box.

If you want to combine the objects and background in the new image, enable the **Merge objects with background** check box.

FROM HERE

For more information about...	In the online Help index type
Importing files	importing files



VIEWING IMAGES

You can customize the appearance of the windows and the magnification level of an image. Changing the magnification level allows you to view specific image areas to make image editing easier. You can also obtain relevant image information, such as color model information, as you edit an image.

In this section, you'll learn about

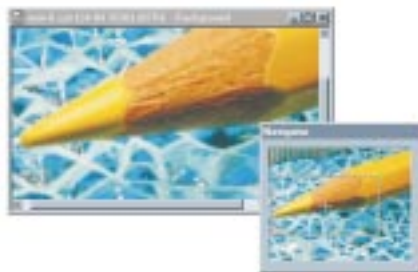
- viewing images
- zooming

VIEWING IMAGES

Images can be viewed in a number of different ways. You can hide windows to display only the menus and the image window. Maximizing the work area or viewing a full-screen preview of an

image lets you view a large representation of an image. The image is editable when the windows are hidden or when the work area is maximized, but you cannot change the image while using the full-screen preview.

You can view image areas that fall outside the image window. For example, when you are working at a high magnification level or with large images, you can pan or jump to a different image area without having to adjust the magnification level.




*You can select the image area displayed in the image window using the **Navigator** pop-up.*

To show or hide image windows

- Click **Window** ► **Show/hide windows**.

To maximize or minimize the work area

- Click **Window** ► **Maximize work area**.




If you want to return to normal view, click the **Maximize work area** button  on the standard toolbar.

To view a full-screen preview of an image

- Click **View** ► **Full-screen preview**.

If you want to return to normal view, press any key or click the screen.

To view image areas outside the image window

To	Do the following
Pan to another area of the image	Open the Zoom tools flyout  , and click the Hand tool  . Drag the image until the area you want to view displays in the image window.
Jump to another area of the image	Click the Navigator popup  at the lower-right corner of the image window. Drag the rectangle to the area of the image you want to view.









*You can drag image areas that fall outside the image window into view using the **Hand** tool.*

Zooming

By default, images are displayed at 100% magnification; however, you can zoom in to get a closer look at image detail or zoom out to view a larger portion of the image. You can also specify the magnification level at which images open.

To zoom

To	Do the following
Zoom in	Open the Zoom tools flyout  , and click the Zoom tool  . Click or drag across the area that you want to magnify.
Zoom out	Open the Zoom tools flyout  , and click the Zoom tool  . Right-click in the image window.
Zoom in or out by a preset level	Open the Zoom tools flyout  , and click the Zoom tool  . Choose a magnification level from the Zoom level list box on the property bar.



You can also zoom out by holding down **SHIFT** and clicking in the image window using the **Zoom** tool.

To set the magnification level at which images are opened

- 1 Click **Tools** ▶ **Options**.
- 2 In the list of categories, double-click **Workspace**, and click **General**.
- 3 Choose a magnification level from the **Opening zoom** list box.



The magnification level that you choose is used the next time you open an image.

From here

For more information about...	In the online Help Index, type...
Obtaining image information	image information, obtaining

Image editing





CROPPING AND STITCHING IMAGES

You can crop an image to remove unwanted image areas. You can also stitch images together to create a single image.

In this section, you'll learn about


- cropping images
- stitching images together

CROPPING IMAGES

You can crop an image to remove unwanted image areas and to reduce its size. Cropping does not affect the resolution of the remaining areas. Corel PHOTO-PAINT also lets you crop around the editable area of a mask; however, the resulting image is always rectangular. For information about masks, see “Masking images” on page 49.

You can also crop the color border surrounding an image.

TO CROP AN IMAGE

- 1 Click the **Deskew crop** tool .
- 2 Drag to select an area on the image.
- 3 Double-click inside the cropping area.

You can also


Fine-tune the cropping area

Drag the cropping handles.

You can also

Straighten the cropped image	Click inside the cropping area and drag the cropping handles to align the cropping area with the image area you want to straighten.
------------------------------	---



You can also crop an image area by clicking the **Deskew crop** tool  and typing values in the **Crop size** and **Crop edges** boxes on the property bar.



Cropping lets you remove unwanted image areas.

To crop to an editable area of a mask

- 1 Define an editable area on your image.

- 2 Click **Image ▸ Crop ▸ To mask**.



You can crop to the edges of an editable area.

Stitching images together

You can stitch images together to create a panoramic effect or to reassemble a large image that was scanned in parts. You can also specify the sequence in which the images are stitched together and remove unwanted images from the stitching sequence. You can stitch images in all color modes except black-and-white. If the selected images use the same color mode, the new file will use that color as well. If the selected files use a different color mode, the new file uses RGB color mode.

To stitch images together

- 1 Open the images you want to stitch together.
- 2 Click **Image ▶ Stitch**.
- 3 In the **Source files** area, click the images you want to stitch together, and click **Add**.
- 4 Click one of the following alignment buttons:
 - **Vertical** — aligns images vertically
 - **Horizontal** — aligns images horizontally
- 5 Click **OK**.
- 6 Adjust the following sliders:
 - **Vertical** — lets you align the images vertically
 - **Horizontal** — lets you align the images horizontally

You can also

Remove an image from the stitching selection	Click Remove .
Change the image stitching sequence	Drag an image to a new position.
Reverse the image stitching sequence	Click the Reverse order button.



You can stitch images together to create a panoramic effect.

FROM HERE

For more information about...	In the online Help Index, type...
Cropping an image	removing, image areas



CHANGING IMAGE SIZE AND ORIENTATION

You can change the dimensions, resolution, and orientation of an image.

In this section, you'll learn about

- changing image dimensions and resolution
- changing image orientation

CHANGING IMAGE DIMENSIONS AND RESOLUTION

Corel PHOTO-PAINT lets you change the physical dimensions and the resolution of an image.

CHANGING IMAGE DIMENSIONS

You can change the dimensions of an image by increasing or decreasing its height and width. Changing the paper size lets you modify the dimensions of the printable area, which contains both the image and the paper. When you resize the paper, you increase or decrease the paper-colored border, but not the dimensions of the image.

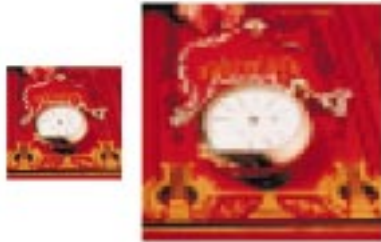
CHANGING IMAGE RESOLUTION

You can change the resolution of an image to increase or decrease its file size. Upsampling increases resolution of an image by adding more pixels per unit of measure; however, it reduces the quality of the image. Downsampling decreases the resolution of an image by removing a specific number of pixels

per unit of measure. This produces better results than upsampling.

To change the dimensions of an image

- 1 Click **Image ▶ Resample**.
- 2 Enable any of the following check boxes:
 - **Anti-alias** — smooths the edges in the image
 - **Maintain aspect ratio** — maintains the width-to-height ratio of the image
- 3 Type values in one of the following pairs of boxes:
 - **Width and Height** — lets you specify the image dimensions
 - **Width % and Height %** — lets you resize the image to a percentage of its original size




You can change the image dimensions without changing the resolution.

To change the paper size

- 1 Click **Image ▶ Paper Size**.
- 2 Choose a unit of measure from the list box beside the **Width** box.
- 3 Type values in the following boxes:
 - **Width**
 - **Height**



You can also lock the paper size ratio by clicking the **Lock** button .



You can change the paper size without changing the image size.

To change the resolution of an image

- 1 Click **Image ▶ Resample**.
- 2 Enable any of the following check boxes:

- **Identical values** — sets the same value in the **Horizontal** and **Vertical** boxes
- **Anti-alias** — smooths the edges in the image
- **Maintain original size** — maintains the size of the file on your hard drive when you change the resolution of the image

3 Type values in the following boxes:

- **Horizontal**
- **Vertical**



If you resample an image using pixels as the unit of measure, the size of the image also changes.

The **Identical values** check box is not available if the **Maintain aspect ratio** check box is enabled.



You can change the resolution of an image to decrease its size.

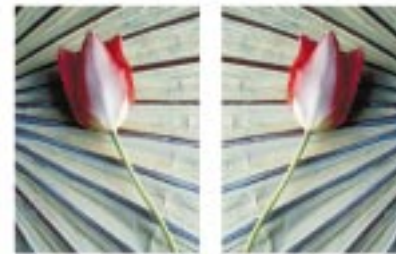
CHANGING IMAGE ORIENTATION

You can change the orientation of images by flipping or rotating them in the image window. You can flip an image horizontally or vertically to reposition scanned images or to create unique effects.

When you rotate an image, you can specify the angle and direction of rotation, as well as the paper color that is visible after the image is rotated.

To flip an image

- Click **Image ▸ Flip**, and click one of the following:
 - **Flip horizontally**
 - **Flip vertically**



You can mirror an image by flipping it.

To ROTATE AN IMAGE

- 1 Click **Image ▶ Rotate ▶ Custom**.
- 2 Type a value in the **Angle** box.
- 3 Enable one of the following options:
 - **Clockwise**
 - **Counter-clockwise**
- 4 Enable any of the following check boxes:
 - **Maintain original image size** — maintains the size of the original image
 - **Anti-alias** — smooths the edges in the image
- 5 Open the **Paper** color picker, and click a color for the background.



You can rotate an image by clicking **Image ▶ Rotate**, and clicking **90° Clockwise**, **90° Counterclockwise**, or **180°**.



You can rotate an image to change its orientation.



RETOUCHING IMAGES

Corel PHOTO-PAINT lets you retouch images to improve their quality or modify their contents.

In this section, you'll learn about

- fixing poorly scanned images
- removing red eye and dust and scratch marks
- sharpening images
- cloning images and objects
- erasing image areas

Fixing poorly scanned images

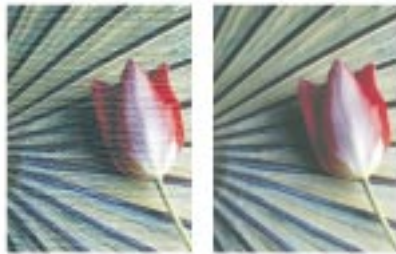
You can remove lines from scanned or interlaced video images. These lines can be filled with copies of adjacent lines of pixels or

with colors derived from surrounding pixels. You can also remove moiré or noise. Moiré is the wave pattern produced when halftone screens of two different frequencies are superimposed on the same image. Noise is the speckled effect produced by scanning or video-capturing.

To fix poorly scanned images

To	Do the following
Remove lines	Click Image ▶ Transform ▶ Deinterlace and specify the settings you want.

To	Do the following
Remove moiré	Click Effects ▶ Noise ▶ Remove moire and specify the settings you want.
Remove noise	Click Effects ▶ Noise ▶ Remove noise and specify the settings you want.




You can remove lines from a scanned image using the **Deinterlace** filter.

REMOVING RED EYE AND DUST AND SCRATCH MARKS


You can remove the red that can appear in the eye area of a subject in a scanned or digital photo by replacing the red with a

different color. You can also remove marks from a scanned image of a dusty or scratched original image or photo.

TO REMOVE RED EYE

- 1 Click **Effects ▶ Color transform ▶ Red eye removal**.
- 2 Click the **Eye picker** tool .
- 3 Open the **Replace color** picker, and click a color.
- 4 Click the red eye area in the image window.






You can also use a color from the image to replace the red in the eye area by clicking the **Eyedropper** tool  and selecting a color in the image.



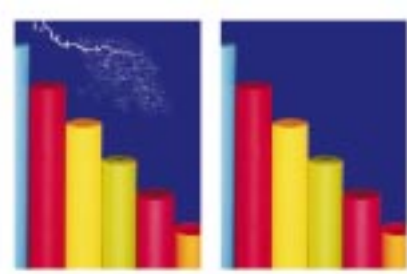
You can remove red eye from scanned photos.

TO REMOVE DUST AND SCRATCH MARKS FROM AN IMAGE

- 1 Open the **Brush** tools flyout , and click the **Effect** tool .
- 2 On the property bar, open the **Effect tool** picker, and click the **Undither** tool .
- 3 Choose a brush from the **Brush type** list box.
- 4 Choose a nib from the **Nib shape** list box.
- 5 Move the **Nib size** slider.
- 6 Type a value from 1 to 100 in the **Amount** box to set the intensity of the repair.
- 7 Drag across the damaged area.



You can remove dust and scratch marks from all areas of an image by clicking **Effects ▸ Noise ▸ Dust and Scratch** and specifying the threshold and radius settings you want.



You can remove dust and scratch marks from scanned images.

SHARPENING IMAGES

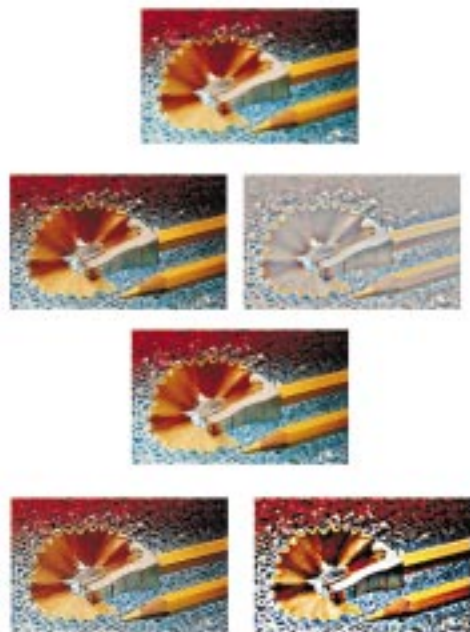
You can sharpen images to increase contrast, enhance image edges, or reduce shading. You can sharpen part of an image by applying brush strokes. You can also sharpen images by applying filters to an entire image or to an editable area you define. For information about defining an editable area, see “Masking images” on page 49.

These filters can also be applied using a lens. For more information about lenses, see “Working with lenses” on page 47.

The following table describes the filters you can use to sharpen an image.




To	Use the
Sharpen an image	Tune sharpen filter. This filter provides access to five sharpen filters at once. The thumbnail buttons let you preview the image as you apply any of the five filters.
Enhance image edges	Directional sharpen filter. This filter enhances the edges of an image without creating a grainy effect.
Remove shading	High pass filter. This filter removes image detail and shading. This filter can give an image an ethereal, glowing quality by emphasizing its highlights and luminous areas.
Increase contrast	Sharpen filter. This filter accentuates the edges of the image by focusing blurred areas and increasing the contrast between neighboring pixels.

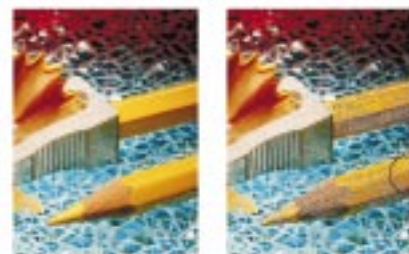
To	Use the
Accentuate edge detail	Unsharp mask filter or the Adaptive unsharp filter. The Unsharp mask filter accentuates edge detail and focuses blurred areas in the image without removing low-frequency areas. Only those pixels with a grayscale value higher than the threshold value you specify are affected. The Adaptive unsharp filter accentuates edge detail by analyzing the values of neighboring pixels. This filter preserves most image detail, but its effect is most apparent in high-resolution images.



You can sharpen an image by increasing contrast, enhancing image edges or reducing shading using a filter. The original image at the top has been sharpened using the following filters, from left to right: Tune sharpen, High pass, Directional sharpen, Sharpen, and Unsharp mask.

To sharpen selected areas by applying brush strokes

- 1 Open the **Brush** tools flyout , and click the **Effect** tool .
- 2 On the property bar, open the **Effect tool** picker, and click the **Sharpen** tool .
- 3 Choose a brush from the **Brush type** box.
- 4 Choose a nib from the **Nib shape** list box.
- 5 Move the **Nib size** slider.
- 6 Type a value in the **Amount** box to set the intensity of the stroke.
- 7 Drag across an image area.



*You can sharpen image areas using the **Sharpen** tool.*

To sharpen an image by applying a filter

- 1 Click **Effects** ► **Sharpen**, and click a filter.
- 2 In the filter dialog box, specify the settings you want.



Sharpen filters support all color modes except 48-bit RGB, 16-bit grayscale, Paletted, and black-and-white, except the **Sharpen** filter, which supports all color modes except Paletted and black-and-white.








You can use this procedure to sharpen an editable area of an image.

Cloning images and objects

You can duplicate image areas and objects to cover damaged or unwanted elements in an image. The cloned areas or objects can be added to the active image or to another image. You can create realistic-looking cloned images or abstract images based on the original image.

To clone an image or object


- 1 Open the **Brush tools** flyout , and click the **Clone** tool .
- 2 On the property bar, open the **Clone tool** picker, and click one of the following tools:


- **Clone**  — produces a duplicate of the area at the clone source
 - **Impressionism clone**  — produces brush strokes comprised of several colors, including the single color found at the clone source
 - **Pointillism clone**  — produces small dots that duplicate the colors located underneath the tool as you clone
- 3 Choose a brush from the **Brush type** list box on the property bar.
 - 4 Click the image to set a source point for the clone (indicated by a crosshair cursor).

If you want to return the source-point to its original position when you release the mouse button, hold down **SHIFT** + **ALT**.
 - 5 Drag the brush in the image window.

If you want to reset the clone source point, click the right mouse button.



You can also create multiple clones of an object by clicking **Windows ▸ Dockers ▸ Brush settings** and clicking the **Cumulative** button  on the **Dab attributes bar**.

You can clone an object and the background by clicking **Windows ▸ Dockers ▸ Brush settings** and clicking the **Merge source** button  on the **Stroke attributes bar**.





You can use the **Clone** tool to repair image areas.

ERASING IMAGE AREAS

You can restore image areas as you edit. For example, you can undo your most recent action, erase image areas to reveal the


object, image background, or paper color, and replace a selected paint color in the image with the paper color.

TO ERASE IMAGE AREAS




- 1 Open the **Undo tools** flyout , and click the **Eraser** tool .
- 2 Drag across an image area.





The erased areas reveal the object below or the paper color.

If the **Lock object transparency** button  is disabled in the **Objects** Docker window, the object's marquee changes to exclude the areas you are erasing.



TO ERASE AN OBJECT

- 1 Select an object using the **Object picker** tool .
- 2 Open the **Undo tools** flyout , and click the **Eraser** tool .
- 3 Drag across the object.

TO RESTORE PARTS OF AN IMAGE

- 1 Open the **Undo tools** flyout , and click the **Local Undo** tool .
- 2 Drag across the area you want to restore.

To replace a paint color with the paper color

- 1 Open the **Undo** tools flyout  , and click the **Color replacer** tool .
- 2 On the property bar, click one of the following buttons:
 - **Normal** — determines the color tolerance based on color similarity
 - **HSB** — determines the color tolerance based on the similarity of hue, saturation, and brightness levels between adjacent pixels
- 3 Click a color on the color palette.
- 4 Drag in the image window.

FROM HERE

For more information about...	In the online Help Index, type...
Smearing, smudging and blending colors	smearing



Lenses let you view special effects, corrections, or adjustments that you want to make to your image before you apply them to the image pixels.

In this section, you'll learn about

- creating lenses

CREATING LENSES

Lenses let you preview adjustments and special effects that you want to apply to an image. When you create a lens, the changes you make are not applied to the image pixels; instead they are displayed on screen through the lens. The changes are applied to the image pixels when you combine the lens with the image background. Combining the lens with the background makes the

effect a part of the background layer that cannot be edited individually.

You can create a new lens to cover the entire image, or you can create a lens from the editable area of a mask. You can create as many lenses as you want in an image and assign a unique name to each. You can also use multiple lenses to apply successive changes to specific area in images.


When you create a lens, you must choose a lens type based on the change that you want to apply. However, the types of lenses that you can create are determined by the image's color mode. For example, you cannot use a color lens on a grayscale image because there are no colors to modify. If you want to correct or adjust image color and tone, choose a lens type that corresponds to the adjustment and transform filters. For more information

about using filters, see “Correcting the color and tone of images” on page 61. If you want to apply a special effect to improve image quality or dramatically transform an image, choose a special effects filter. For more information about special effects, see “Applying special effects to images” on page 67.

To create a lens

- 1 Click **Object ▶ Create ▶ New lens**.
- 2 Choose a lens from the **Lens type** list box.
- 3 Type a name in the **Lens name** box.
- 4 Click **OK**.
- 5 In the dialog box, specify the lens properties you want.



You can also create a lens by clicking **Window ▶ Dockers ▶ Objects** and clicking the **New lens** button  in the **Objects** Docker window.

To create a lens from a mask

- 1 Define an editable area on your image.
- 3 Click **Object ▶ Create ▶ New lens**.
- 4 Enable the **Create lens from mask** check box.
- 5 Choose a lens from the **Lens type** list box.
- 6 Type a name in the **Lens name** box.


- 7 Click **OK**.
- 8 In the dialog box, specify the lens properties you want.



You can create a lens from the editable area of a mask.

FROM HERE

For more information about...	In the online Help Index, type...
Editing lenses	editing lenses
Combining lenses	combining lenses



Masking images

You can isolate areas in an image that you want to edit while protecting the remaining areas from change using masks. Masks, with their combination of editable and protected areas, let you modify images with precision.

In this section you'll learn about

- distinguishing protected and editable areas
- defining editable areas
- defining editable areas using color information
- adjusting the transparency of masks

Distinguishing protected and editable areas

You can use masks to do advanced image editing. Masks function like a stencil placed over an image: protected areas prevent paint and effects from affecting the underlying image; whereas editable areas let paint and effects reach the image. When you define an editable area for an image, you also define a corresponding mask for the same image.

Mask marquee

The border separating an editable area and its corresponding protected area is indicated by a dashed outline, called the mask marquee. By default, the mask marquee is visible on an image and is black. You can hide the mask marquee to complete an

editing task. You can also change the color of the mask marquee so that it can be seen clearly against an image's colors.

MASK OVERLAY

To make it easier to differentiate between protected and editable areas, you can display the mask overlay. A mask overlay is a red-tinted, transparent sheet that displays only over masked areas. If you adjust the transparency of a mask in certain areas, the degree of red displayed by the mask overlay in those areas will vary accordingly. You can also change the color of the mask overlay so that it can be seen clearly against the colors of the image in the editable areas.

INVERTING AND REMOVING A MASK

You can invert a mask along its mask marquee so that the protected area becomes editable and the editable area becomes protected. Inverting a mask is useful when defining the image area that you want to protect is easier than defining the area that you want to edit. For example, if you want to edit an intricate shape in an image that is set against a plain background, it is easier to select the background, and then invert the mask.

You can remove a mask from an image when you no longer need it.

To hide the mask marquee

- Click **Mask ▸ Marquee visible**.

To change the color of the mask marquee

- 1 Click **Tools ▸ Options**.
- 2 In the list of categories, double-click **Workspace**, and click **Display**.
- 3 Open the **Mask marquee** color picker, and click a color.



The mask marquee does not display when you use a mask overlay or when you are adjusting the transparency of a mask.

To display the mask overlay

- Click **Mask ▸ Mask overlay**.



The mask overlay covers the protected area of the mask.

To change the color of the mask overlay

- 1 Click **Tools ▸ Options**.
- 2 In the list of categories, double-click **Workspace**, and click **Display**.
- 3 Open the **Mask tint** color picker, and click a color.



You can change the color of the mask overlay.

To invert a mask

- Click **Mask ▸ Invert**.



When you invert a mask, the protected areas become editable, and the editable areas become protected.

To remove a mask

- Click **Mask ▸ Remove**.



If the editable area on your image was floating before you removed the mask, it is automatically merged with the background.

Defining editable areas

There are a number of ways to define an editable area in an image without using color information from the image.

DEFINING A RECTANGULAR OR ELLIPTICAL EDITABLE AREA

You can define rectangular or elliptical editable areas in an image. When you create circular or elliptical editable areas, anti-aliasing is enabled by default to produce smooth-looking edges.

DEFINING AN EDITABLE AREA USING AN OBJECT, TEXT, OR THE CLIPBOARD CONTENTS

You can define an editable area using objects. When you create an editable area that has the shape of one or more objects, the mask marquee and the edges of the object coincide; therefore, you must move the object to another location to edit the area inside the mask marquee.

You can define editable area using text. The editable area created when you type has the font and style characteristics you specify. You can also create an editable area created from existing text. For information, see “To define an editable area using text, objects, or the Clipboard contents” on page 53.





You can define an editable area using the Clipboard contents by pasting the information into the image window as an editable area. When you paste the Clipboard contents in to the image window, you create a floating editable area, which you can edit and move without changing the underlying image pixels.

DEFINING AN EDITABLE AREA BY FREEHAND

You can define an editable area by outlining the image area as you would using a pencil and paper, or by clicking at different points on the image to anchor straight line segments.

You can also define an editable area by brushing over that area as if you were painting over it.

TO DEFINE A RECTANGULAR OR ELLIPTICAL EDITABLE AREA

- 1 Open the **Mask tools** flyout , and click one of the following:
 - **Rectangle mask tool** 
 - **Circle mask tool** 
- 2 Click the **Normal** button  on the property bar.
- 3 On the property bar, choose one of the following from the **Mask style** list box:
 - **Normal** — lets you manually define a rectangular or elliptical editable area
 - **Fixed size** — lets you specify the width and height of the rectangular or elliptical editable area you want to define
 - **Row(s)** — lets you define a rectangular editable area across the width of the image. You can specify the height of the row and the roundness of the rectangle.

- **Column(s)** — lets you define a rectangular editable area along the height of the image. You can specify the width of the column and the roundness of the rectangle.
- 4 Drag in the image window to manually define the editable area, or click to position the editable area whose size or orientation you've specified.





Using the **Normal** mask style, you can define a square or circular editable area by holding down **CTRL** after you begin to drag in the image window.

Using the **Normal** mask style, you can define a square or circular editable area from its center by holding down **SHIFT** after you begin to drag in the image window.




*A circular editable area created with the **Circle mask** tool.*

To define an editable area using text, objects, or the Clipboard contents

To define an area using	Do the following
Text	Click the Text tool  , and specify the text attributes on the property bar. Click the Render text to mask button  on the property bar, type the text, and click a different tool in the toolbox.
One or more objects	Select one or more objects, and click Mask ▸ Create from object(s) .
The Clipboard contents	Click Edit ▸ Paste ▸ As new selection .









You can also define an editable area using one or more selected objects by clicking the **Create mask** button  on the **Mask** toolbar.



An editable area created from an object.


To define an editable area by freehand


To define an editable area by	Do the following
Outlining	<p>Open the Mask tools flyout , and click the Freehand mask tool .</p> <p>Click the Normal button  on the property bar, and click where you want to start and end each line segment in the image window. Double-click to complete the outline.</p>

To define an editable area by	Do the following
Brushing	<p>Open the Mask tools flyout , click the Mask brush tool , and specify the tool's attributes on the property bar. Click the Normal button  on the property bar, and drag in the image window.</p>



You can also define an editable area by dragging the **Freehand mask tool** in the image window, and double-clicking to complete the outline.

You can apply a straight, horizontal brush stroke using the **Mask brush tool** , by holding down **CTRL** after you begin to drag in the image window. While still holding down **CTRL**, you can press **SHIFT** to switch between a straight, horizontal and straight, vertical brush strokes.

You can change the size of the brush nib of the **Mask brush tool** , by holding down **ALT** and dragging in the image window. Release **ALT** when the nib is the size you want.



*An editable area created with the **Freehand** mask tool.*

Defining Editable Areas Using Color Information

You can define the editable and protected areas of a mask using the color information in an image. When you use color information, you must specify seed colors and a color tolerance value. A seed color is a base color to which you want to add either protected or editable areas. The color tolerance value specifies the percentage of variation that is allowed between a seed color and other colors in the image; a greater tolerance value adds more pixels to the protected or editable areas. Color tolerance can be specified based on color similarity or on the similarity of hue, saturation, and brightness levels.

Defining Editable Areas Using Consistent Colors

You can define an editable area of uniform color in an image. The color of the first pixel that you click establishes the seed color; all adjacent pixels with colors within the specified color tolerance range are included in the editable area. The editable area expands until it reaches pixels with colors that exceed the specified color tolerance.

You can define an editable area surrounded by uniform colors in an image area by clicking straight line segments around the area that you want to edit. When you outline the image area that you want to make editable, you can choose whether only the color of the first pixel or the color of every pixel you click establishes the seed color.

When the first pixel that you click establishes the seed color, the protected area expands until the specified color tolerance is reached, contracting the completed outline. When every pixel that you click establishes the seed color, each time you click the protected area expands until the specified color tolerance is exceeded. The expansion of the protected area is constrained within the bounding box surrounding the pointer.

Defining Editable Areas in a Specific Color Channel

You can define an editable area in specific color channels. Every color image has a number of color channels, each representing one component of the image's color model. For example, an RGB

image is composed of a red channel, a green channel, and a blue channel. When an image is displayed in its individual color channels, only part of its color information is displayed. Displaying only certain color channels lets you define an editable area with greater precision.




DEFINING EDITABLE AREAS THROUGHOUT AN IMAGE

You can define editable areas throughout an image using a color mask. A color mask lets you select seed colors throughout the image instead of in a specific area.


The color threshold lets you further refine the range of colors that are included in the editable area. The threshold value evaluates the brightness of each seed color. Pixels with a specific brightness value can be added to either the protected or editable areas. Adjusting the color threshold lets you soften or sharpen the pixels at the edge of the editable area. To adjust the threshold levels of a color mask, it is recommended you use a grayscale preview of your image, which displays masked areas in black and editable areas in white.

TO DEFINE AN EDITABLE AREA OF UNIFORM COLOR

- 1 Open the Mask tools flyout , and click the Magic wand mask tool .

- 2 Click the **Normal** button  on the property bar.
- 3 On the property bar, click one of the following tolerance mode buttons:
 - **Normal**  — determines the color tolerance based on color similarity
 - **HSB**  — determines the color tolerance based on the similarity of hue, saturation, and brightness levels between adjacent pixels
- 4 Type a tolerance value in the box or boxes beside the tolerance mode buttons.
- 5 Click a color in the image.









If there are objects in your image only areas on the active object are selected. You can select areas on all visible objects by enabling the **Mask visible** button  on the property bar.



The area is selected by clicking a red pixel with the **Magic wand** tool.


To define an editable area surrounded by uniform color

- 1 Open the **Mask tools** flyout , and choose one of the following:
 - **Lasso mask tool**  — lets you roughly outline an image area and then contract the mask marquee around that area. Uses an initial seed color.
 - **Scissors mask tool**  — lets you establish a mask marquee along a boundary between colors in an image. Uses multiple seed colors.
- 2 Click the **Normal** button  on the property bar.
- 3 On the property bar, click one of the following tolerance mode buttons:

- **Normal**  — determines the color tolerance based on color similarity between adjacent pixels
- **HSB**  — determines the color tolerance based on the similarity of hue, saturation, and brightness levels between adjacent pixels

- 4 Type a tolerance value in the box or boxes beside the tolerance mode buttons.
- 5 In the image window, click a color you want to protect from changes and click at different points to outline the editable area.
- 6 Double-click to complete the outline.



If there are objects in your image, by default only areas on the active object are masked. You can mask areas on all visible objects by enabling the **Mask visible** button  on the property bar.

You can also drag in the image window to outline by freehand. It is recommended, however, when using the **Scissors mask** tool, that you click frequently to set multiple seed colors and to establish multiple anchor points.


You can define the range of effect for the **Scissors mask** tool by specifying a radius value on the property bar. The radius value specified is doubled to establish a square area (in pixels) beyond which edges are not detected.



The area is selected by clicking the colors around it with the Lasso mask tool.



To define editable areas in specific color channels

- 1 Click **Window** ▶ **Dockers** ▶ **Channels**.

- 2 In the **Channels** Docker window, click the **Eye** icon  beside a color channel.

If you want to preview more than one color channel, enable the **Eye** icon beside each color channel you want to preview.

- 3 Open the **Mask tools** flyout , and click one of the following:

- **Lasso mask** tool 
- **Magic wand mask** tool 







- 4 Define an area in the image.



You can use color channels to help you define editable areas.

To define editable areas throughout an image

- 1 Click **Mask** ▶ **Color mask**.
- 2 Click the **Normal** button .

- 3 Choose **Sampled colors** from the top list box.
 - 4 Click the **Eyedropper** tool , and click each seed color in the image window.
 - 5 Click the **Preview** button .
 - 6 From the list box beside the **Preview** button, choose one of the following:
 - **Overlay** — displays protected areas covered by a red-tinted transparent sheet
 - **Grayscale** — displays protected areas in black and the editable areas in white
 - **Black matte** — displays protected areas covered by a black-tinted transparent sheet
 - **White matte** — displays protected areas covered by a white-tinted transparent sheet
 - **Marquee** — displays a dotted line around the editable area
 - 7 Click **More**, and enable one of the following options:
 - **Normal** — determines the color tolerance on color similarity between pixels
 - **HSB mode** — determines the color tolerance on the similarity of hue, saturation, and brightness levels between pixels
 - 8 In the box beside each seed color, specify the percentage of color variation permitted between pixels of that color and the remaining pixels.
 - 9 In the **Threshold** section, enable one of the following options:
 - **To black** — all pixels with a brightness value above the threshold value are added to the protected area
 - **To white** — all pixels with a brightness value above the threshold value are added to the editable area
 - 10 Adjust the **Threshold** slider.
-  If colors from a previous session display in the **Color mask** dialog box, click **Reset** before you create a new color mask.
- The **Marquee** display style is unavailable if you disable the **Marquee visible** command on the property bar.
-  You can set a default color tolerance for a color mask by clicking the **flyout** button , and clicking **Set tolerance default**.
- You can also specify predetermined seed colors by choosing a color preset, such as **Greens**, from the list box beside the **Eyedropper** tool .



All red pixels in the image are selected with a color mask.

FROM HERE

For more information about...	In the online Help Index, type...
Transforming editable areas	editable areas, transforming
Expanding and reducing editable areas	editable areas, reducing
Adjusting the edges of editable areas	editable areas, adjusting edges of
Adjusting the transparency of masks	masks, transparency

For more information about...	In the online Help Index, type...
Saving masks and channels	channels, saving alpha channels
Loading masks and alpha channels	channels, loading alpha channels
Managing alpha channels	alpha channels, managing
Creating and editing alpha channels	Creating alpha channels
Using paths to define image areas	paths



CORRECTING THE COLOR AND TONE OF IMAGES

You can improve the quality of images by correcting the color and tone.

In this section, you'll learn about

- correcting image color and tone

CORRECTING IMAGE COLOR AND TONE

Corel PHOTO-PAINT provides you with filters and tools to make corrections to the color and tone of images. When you adjust the color and tone, you adjust elements such as hue, saturation, brightness, contrast, or intensity. If you want to correct the color and tone of the entire image, you can apply an adjustment filter directly to the image or apply a lens which exists on a separate

object layer and can be edited at any time. For information about lenses, see “Working with lenses” on page 47.

You can correct part of an image by editing the size and shape of a lens or by creating an editable area before applying an adjustment filter. For information about editable areas, see “Masking images” on page 49.

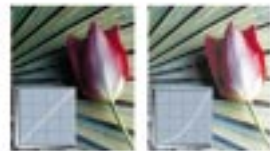
The table below shows the filters that can be used to make corrections to images.

To correct

Exposure and adjust shadows,
midtones and highlights

Use the following filters

**Tone curve, Gamma,
Sample/Target balance, Tone
balance, Histogram equalization**



Overall color

Color hue, Color balance



To correct

Specific colors

Use the following filters


Selective color, Replace color



Contrast

**Color tone,
Brightness-contrast-intensity,
Contrast enhancement, Local
equalization**



To correct	Use the following filters
Saturation	Hue-saturation-lightness, Desaturate
	

CORRECTING THE COLOR AND TONE USING BRUSH STROKES

You can correct the brightness, contrast, hue or saturation in part of an image by applying brush strokes. You can use preset brushes or create a custom brush.

VIEWING THE TONAL RANGE OF IMAGES

You can view the tonal range of an image using a histogram which is a horizontal bar chart that plots the brightness values of the pixels in your image on a scale from 0 (dark) to 255 (light). The left part of the histogram represents the shadows of an image, the middle part represents the midtones, and the right part represents the highlights. The height of the spikes indicates how many pixels are at each brightness level. For example, a

large number of pixels in the shadows (the left side of the histogram) indicates the presence of image detail in the dark areas of the image. By adjusting the color and tone of the image, you can reveal the hidden detail and improve the image quality.

A histogram is also available with the following filters:

- Contrast enhancement
- Histogram equalization
- Sample/Target balance

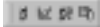


TO CORRECT THE COLOR AND TONE OF AN IMAGE







- 1 Click **Image** ► **Adjust**, and click an adjustment filter.
- 2 In the filter's dialog box, specify the settings you want.



You can use this procedure to correct the color and tone in an editable area by defining an editable area before you click an adjustment filter.


TO CORRECT THE COLOR AND TONE USING BRUSH STROKES


- 1 Select an object or image.
- 2 Open the **Brush tools** flyout , and click the **Effect** tool .
- 3 On the property bar, open the **Effect tool** picker, and click one of the following:
 - **Brightness** tool  — brightens or darkens the image

- **Contrast** tool  — increases or decreases the contrast
 - **Hue** tool  — shifts all hues along the Color Wheel by the number of degrees that you specify in the **Amount** box
 - **Hue Replacer** tool  — retains the brightness and saturation of the original colors, but replaces all hues with the current paint color
 - **Sponge** tool  — saturates or desaturates the colors
 - **Dodge/Burn** tool  — brightens(overexposes) or darkens(underexposes) the image
 - **Tint** tool  — tints the image using the current paint color
- 4 Choose a preset brush from the **Brush type** list box on the property bar.
If you want to customize the brush, specify the settings you want on the property bar.
 - 5 Drag in the image window.



You can apply brush strokes to all items in the image window by clicking **Window ▸ Dockers ▸ Brush**

Settings and clicking the **Merged Source** button  on the **Dab Attributes** bar.

If you want to accumulate the effect of the brush stroke as you drag across an image area, click **Windows ▸ Dockers ▸ Brush Settings**, and click the **Cumulative** button  on the **Stroke Attributes** bar.

TO VIEW THE TONAL RANGE OF AN IMAGE

- 1 Click **Image ▸ Histogram**.
- 2 Choose a color channel from the **Channel** list box.
- 3 Drag in the preview window to select a range of pixels and display the following information:
 - **Start** — the minimum value of the histogram's range
 - **End** — the maximum value of the histogram's range
 - **Mean** — the average distribution of the pixel brightness
 - **Median** — the median distribution the pixel brightness
 - **Standard deviation** — the standard deviation of the pixel brightness
 - **Percent** — the percentage of image pixels that fall within the selected range

- **Pixels** — the number of pixels that are in the image
- 4 Move the cursor over the histogram to display the following information:
- **Level** — the brightness level (between 0 and 255)
 - **Pixels** — the number of pixels that are at the specified brightness level

You can also

Automatically set the clipping range for the dark and light ends of the histogram.	Enable the Automatically check box.
--	--

FROM HERE

For more information about...	In the online Help Index, type...
Working with color channels	color channels
Adjustment filters	adjustment filters



Applying special effects to images

Corel PHOTO-PAINT provides special effects filters that let you produce a wide range of transformations on images. For example, you can transform images so that they look like drawings, paintings, etchings, stereograms, or abstract art.

In this section, you'll learn about

- working with special effects

Working with special effects

Corel PHOTO-PAINT special effects let you enhance the appearance of an image. You can apply a special effect to the entire image, or you can use a mask or a lens to transform only part of an image.

Applying special effects

The following are all the categories of special effects available, each of which include several different effects that you can apply:

- | | | |
|---------------------|------------|-----------|
| • Three-dimensional | • Contour | • Noise |
| • Art strokes | • Creative | • Render |
| • Blur | • Custom | • Texture |
| • Color transform | • Distort | • Fancy |
| | | • Soft |

When you apply a special effect, you can adjust its settings to control how the effect transforms an image. For example, when you use the **Vignette** effect to frame an image, you can increase the offset value and decrease the fade value to decrease the size and opacity of the frame. With the **Watercolor** effect, you can

decrease the size of the brush to show more image detail or increase the size of the brush for an abstract effect.

Applying special effects to part of an image

You can apply special effects to an image area by defining an editable area. For information about editable areas, see “Masking images” on page 49.

When you use a lens, changes are not applied to the image; instead they are seen on screen through the lens. For information about lenses, see “Working with lenses” on page 47.

You can also use a lens to apply a special effect to part of an image. The following special effects are also preset lens types:

- Jaggy despeckle
- Smooth
- Soften
- Psychedelic
- Solarize
- Scatter
- Pixelate
- Add noise
- Remove noise
- Sharpen

Repeating and fading special effects

You can repeat a special effect to intensify its result. You can also fade an effect to diminish its intensity, and you can define the degree to which the effect is merged with the image. For information about repeating and fading a special effect that

you’ve applied, see “Undoing, redoing, repeating and fading” on page 81.


To apply a special effect

- 1 Click **Effects**, choose a special effect category, and click an effect.
- 2 Adjust the settings of the special effect filter.



If the image contains one or more objects, the special effect is applied only to the background or the selected object.



You can retain the shape of a object to which you apply a special effect by enabling the **Lock object transparency** button  in the **Objects Docker** window.

To apply a special effect to an editable area

- 1 Define an editable area.
- 2 Click **Effects**, choose a special effect category, and click an effect.
- 3 Adjust the settings of the special effect to get the effect you want.

To repeat a special effect

- Click **Effects** ▶ **Repeat**, and click one of the following:

- **Repeat** — repeats the last applied effect
- **To all visible** — repeats the last applied effect to all visible objects in an image
- **To all selected** — repeats the last applied effect to all selected objects in an image

Types of special effects

3D Effects



Original



Rotate

3D Effects



Cylinder



Emboss



Glass



Page curl



Perspective



Pinch punch

3D Effects



Sphere



The Boss



Zig zag

ART STROKES



Original



Charcoal



Conte crayon



Crayon



Cubist



Dabble

ART STROKES



Impressionist



Pencil knife



Pastels



Pen and ink



Pointillist



Scraperboard

ART STROKES



Sketch pad



Watercolor



Water marker



We paper

Blur



Original



Tune blur



Directional smooth



Gaussian



Jaggy despeckle



Low pass

Blur



Motion



Radial



Smooth



Soften



Zoom



Smart

Blur



Special effects

Color transform



Original



Half-tone

Color transform



Bit planes



Psychedelic



Solarize

CONTOUR EFFECT



Original



Edge detect



Find edges



Trace contour

CREATIVE EFFECT



Original



Crafts



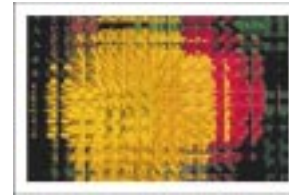
Crystalize



Fabric



Frame



Glass block

CREATIVE EFFECT



Kid's play



Mosaic



Particles



Scatter



Smoked glass



Stained glass

CREATIVE EFFECTS



Vignette



Vortex



Weather

DISTORT EFFECTS



Original



Blocks



Displace



Mesh warp



Offset



Pixelate

DISTORT



Ripple



Shear



Swirl



Tile



Wet paint



Whirlpool

Distort



Wind

Noise effects



Add noise



Diffuse

Noise effects



Original



Tune



Maximum



Median



Minimum

RENDER EFFECTS



Original



Lens flare



Stereo noise



Lighting effects

TEXTURE EFFECTS



Original



Bubbles



Cobblestone



Brick wall



Canvas



Elephant skin

TEXTURE EFFECTS



Etching



Plastic



Plaster wall



Relief sculpture



Screen door



Stone

TEXTURE EFFECTS



Underpainting

FROM HERE

For more information about...	In the online Help Index, type...
Applying special effects presets	special effects, presets
Using plug-in effects	special effects, managing plug-ins
Special effect types	special effects, types



Undoing, Redoing, Repeating, and Fading

Corel PHOTO-PAINT lets you undo, redo, repeat, and fade actions. You can also restore an image, or part of an image, to a previously saved version.

In this section, you'll learn about

- undoing, redoing, repeating, and fading actions
- reverting to an earlier image state

Undoing, Redoing, Repeating, and Fading Actions

Corel PHOTO-PAINT lets you undo actions you apply to an image, starting with the most recent action. If you don't like the result of undoing actions, you can redo them.



The **Undo** command lets you cancel the last action.

The undo settings can be customized, allowing you to increase or decrease the number of actions you can undo and redo.

You can also repeat or fade actions. When you repeat an action, it is reapplied to the image, producing a stronger visual effect. When you fade an action, it is gradually removed. You can also use a merge mode to modify the fade effects.

To undo, redo, repeat, or fade actions

To	Do the following
Undo the last action	Click Edit ▸ Undo .
Redo the last action	Click Edit ▸ Redo .
Undo or redo a series of actions	Click Window ▸ Dockers ▸ Undo . Choose an action from the list in the Undo Docker window. Apply a new action to the image.
Repeat the last action	Click Edit ▸ Repeat .
Fade the last action	Click Edit ▸ Fade last command. Move the Percent slider to set the fade level. If you want to modify the fade effect, choose a merge mode from the Merge list box.



When you undo a series of actions, the action you choose and all actions listed below it are undone.

When you redo a series of actions, the action you choose and all actions listed between it and the last undone action are redone.



You can fade the last action by a specified amount.



You can repeat the last action to intensify the effect.

TO CUSTOMIZE UNDO SETTINGS

- 1 Click **Tools ▸ Options**.
- 2 In the list of categories, double-click **Workspace**, and click **Memory**.
- 3 Type a value in the **Undo levels** box.
- 4 Restart Corel PHOTO-PAINT.



You can specify up to 99 undo levels; however, the number of undo levels affects the size of the swap disk. Reduce the number of undo levels if you find that your computer is not operating at the speed you want.

If you disable the **Enable undo list** check box, you will only be able to undo the number of levels specified in the **Undo levels** box.

REVERTING TO AN EARLIER IMAGE STATE

As you create or edit an image, you can revert to its last-saved version to remove all the changes you made since you saved the image. If you want to remove only some changes, you can restore image areas to the way they look in the last-saved version of the image.


You can also create a checkpoint to temporarily save an image in its current state, so that you can return the image to that state if necessary.

You can also create a workspace that lets you save automatically using a checkpoint. For more information, see “To specify autosave settings” on page 138.




TO REVERT TO THE LAST-MADE VERSION OF AN IMAGE

- Click **File ▸ Revert**.



You can also revert to the last saved image by clicking **Revert to last saved**  on the **Undo Docker** window.

To RESTORE IMAGE AREAS

- 1 Open the **Brush** tools flyout  , and click the **Clone** tool  .
- 2 On the property bar, open the **Clone tool** picker and click the **Clone from saved** tool  .
- 3 Choose a brush from the **Brush type** list box.
- 4 Drag in the image window.



If you are creating an image from scratch, you must save it before using the **Clone from saved** tool.

To CREATE OR RETURN TO A CHECKPOINT

To	Do the following
Create a checkpoint	Click Edit ▶ Checkpoint .
Return to a checkpoint	Click Edit ▶ Restore to checkpoint .

PAINTING AND CREATING





Working with color

12

Corel graphics applications let you choose and create colors using various color models.

In this section, you'll learn about

- choosing colors
- working with custom color palettes

Choosing colors

You can choose paint, paper, and fill colors using color palettes, color viewers, color harmonies, or color blends.

For information about applying the colors you choose, see "Applying uniform fills" on page 91.

Choosing a color using fixed or custom color palettes

Fixed color palettes are provided by third-party manufacturers. Some examples of these are HKS, FOCOLTONE, PANTONE, and TRUMATCH. It may be useful to have on hand a manufacturer's swatch book, which is a collection of color samples that shows exactly what each color looks like when printed.

The PANTONE Matching System, FOCOLTONE, TOYO COLOR Finder, HKS, and DIC fixed color palettes are all spot colors. If you create color separations when you print, each color from these color palettes requires a separate printing plate. This can significantly increase the cost of your print job. If you want to use these colors but you don't want to use spot colors, convert the spot colors to process colors when you print.

Custom color palettes can include colors from any color model or fixed color palette. Custom color palettes are saved as a color palette file (.CPL).

Choosing a color using color viewers

Color viewers give a representation of a range of colors using either one-dimensional or three-dimensional shapes. The default color viewer is based on the HSB color model, but you can use this viewer to choose CMYK, CMY, or RGB colors. For information about color models, see “Understanding color models” on page .

Choosing a color using color harmonies

Color harmonies work by superimposing a shape, such as a rectangle or a triangle, over a color wheel. Each vertical row in the color grid begins with the color located at one of the points on the superimposed shape.

The colors at each corner of the shape are always complementary, contrasting, or harmonious, depending on the shape you choose. The color harmonies allow you to choose the color model you prefer to use and are most useful when you’re choosing several colors for a project.

Choosing a color using color blends

When you choose a color using color blends, you combine base colors to get the color you want. The color blender displays a

grid of colors that it creates from the four base colors you choose.


To choose a color using a fixed or custom color palette

- 1 On the status bar, double-click one of the following swatches:
 - **Paint**
 - **Paper**
- 2 Click the **Palettes** tab.
- 3 Choose a fixed or custom palette from the **Palette** list box.
- 4 Click the color scroll bar to set the range of colors displayed in the color selection area.
- 5 Click a color in the color selection area.



Each color swatch on a fixed color palette is marked with a small white square.



You can use this procedure to choose a fill color by double-clicking the **Fill** swatch, clicking the **Uniform fill** tool , and clicking **Edit**.

You can swap the old and new colors by clicking **Options ▸ Swap color**.

To choose a color using a color viewer

- 1 On the status bar, double-click one of the following swatches:

- **Paint**
- **Paper**


- 2 Click the **Models** tab.
- 3 Choose a color model from the **Model** list box.
- 4 Click **Options ▶ Color viewers**, and choose a color viewer.
- 5 Click the color scroll bar to set the range of colors displayed in the color selection area.
- 6 Click a color in the color selection area.



If you choose a color that is out of the printer's gamut, the color in the smaller swatch next to the **New** color swatch is the closest in-gamut color to the color you choose. You can click this closest in-gamut color, or you can correct the out-of-gamut color. For information about color correction, see "Reproducing colors accurately" on page .

You should use the same color model for all the colors in a drawing.



You can use this procedure to choose a fill color by double-clicking the **Fill** swatch, clicking the **Uniform fill** tool , and clicking **Edit**.

You can swap the old and new colors by clicking **Options ▶ Swap color**.


To choose a color using color harmonies

- 1 On the status bar, double-click one of the following swatches:
 - **Paint**
 - **Paper**
- 2 Click the **Mixers** tab.
- 3 Click **Options ▶ Mixers ▶ Color harmonies**.
- 4 Choose a shape from the **Hues** list box.
- 5 Choose an option from the **Variation** list box.
- 6 Drag the black dot around the color wheel to the color you want to use.
- 7 Click a color swatch on the color palette below the color wheel.



If you choose a color that is out of the printer's gamut, the color in the smaller swatch next to the **New** color swatch is the closest in-gamut color to the color you choose. You can click this closest in-gamut color, or you can correct the out-of-gamut color.



You can use this procedure to choose a fill color by double-clicking the **Fill** swatch, clicking the **Uniform fill** tool , and clicking **Edit**.

You can swap the old and new colors by clicking **Options ▸ Swap color**.


To choose a color using color blends

- 1 On the status bar, double-click one of the following swatches:
 - **Paint**
 - **Paper**
- 2 Click the **Mixers** tab.
- 3 Click **Options ▸ Mixers ▸ Color blend**.
- 4 Open each color picker, and click a color.
- 5 Click a color in the color selection area.



You can only blend colors that are in your default on-screen color palette. If you want to blend other colors, change the default on-screen color palette. For information about how to change the default on-screen color palette, see “To open a custom color palette” on page .



You can use this procedure to choose a fill color by double-clicking the **Fill** swatch, clicking the **Uniform fill** tool , and clicking **Edit**.

You can swap the old and new colors by clicking **Options ▸ Swap color**.

FROM HERE

For more information about...	In the online Help Index, type...
Working with custom color palettes	color palettes, custom
Reproducing colors accurately	colors, reproducing
Understanding color models	color models, understanding

Filling IMAGES

13

You can fill objects, image areas, or entire images with solid colors, color progressions, bitmapped images, and textures.

In this section, you'll learn about applying

- uniform fills
- fountain fills
- bitmap fills
- texture fills
- gradient fills

Applying uniform fills





Uniform fills are even-colored, solid fills that you can apply to selected objects or image areas. When you apply a fill, it spreads

to the areas that are within a specified **Color similarity** range. For example, specifying a color similarity value of 100 fills the entire image area.



*A Uniform fill can be applied to the background, an object, or a particular color. The **Color similarity** setting determines the range for the fill.*

To apply a uniform fill

- 1 Open the **Fill tools** flyout , and click the **Fill tool** .
- 2 Click the **Uniform fill** button  on the property bar, and click the **Edit fill** button .
- 3 In the **Uniform fill** dialog box, choose a color model from the **Model** list box.
- 4 Click a color in the visual selection area, and click **OK**.
- 5 On the property bar, type values in the following boxes:
 - **Transparency** — lets you specify a value for the opacity of the fill. Higher values increase the transparency.
 - **Color similarity** — lets you specify how the fill spreads based on the color similarity of adjacent pixels. A value of 100 fills the entire object or area.

If you want to change the merge mode, click a merge mode from the **Paint mode** list box on the property bar.

- 6 Click where you want to apply the fill in the image.



You can choose the colors for a uniform fill from the color palette, from an image, or by accessing color models, mixers, or fixed or custom palettes. For information about choosing colors, see “Working with color” on page 87.



You can use this procedure to apply a uniform fill to a selected object.

You can also select a fill color by right-clicking a color on the color palette.

Applying fountain fills

Fountain fills let you fill objects or image areas with a progression of two or more colors that follows a linear, radial, conical, square, or rectangular pattern.





When you apply a fountain fill, you can choose a preset fill, or you can create a two-color or a custom fountain fill that contains up to 99 colors.

You can customize fountain fills by changing the colors, adjusting the center point around which the colors progress or by changing the angle of the fill. You can also change the size of the blended area that lies between the solid colors in the fountain fill. When you finish creating a fountain fill, you can save it for later use.



Linear, radial, conical, and rectangular Fountain fills.

To apply a preset fountain fill

- 1 Open the **Fill tools** flyout , and click the **Fill** tool .
- 2 Click the **Fountain Fill** button  on the property bar, and click the **Edit fill** button .
- 3 In the **Fountain fill** dialog box, choose a preset fountain fill from the **Presets** list box, and click **OK**.
- 4 On the property bar, type values in the following boxes:
 - **Transparency** — lets you specify a value for the opacity of the fill. Higher values increase the transparency.
 - **Color similarity** — lets you specify how the fill spreads based on the color similarity of adjacent pixels. A value of 100 fills the entire object or area.

If you want to change the merge mode, click a merge mode from the **Paint mode** list box on the property bar.

- 5 Click where you want to apply the fill in the image.



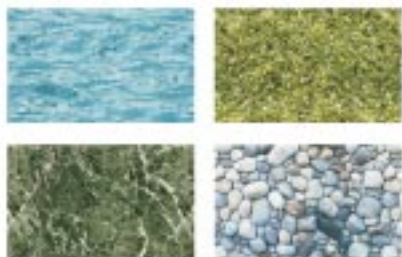
You can use this procedure to apply a fountain fill to a selected object.

Applying bitmap fills

Bitmap fills are bitmapped images that you use to fill an object or image area. You can tile bitmapped images across an area, or fill it with a single bitmapped image. Patterned images, such as stones, coins, or bricks, can be used to create a seamless pattern. Less complex bitmapped images are suitable for filling areas because they require less system memory. The complexity of a bitmapped image is determined by its size, resolution, and bit-depth. The area the fill spreads to is determined by the color similarity value specified for adjacent pixels.




You can fill images with a preset bitmap fill, or you can create custom bitmap fills from saved images or editable image areas. You can customize the appearance of a bitmap fill by changing its width and height, and by adjusting its horizontal and vertical offset. Offset is determined relative to the top left corner of the fill area. You can also offset rows or columns of tiles in a bitmap fill. You can further customize bitmap fills by rotating, and

skewing the bitmapped image. You can then save the customized bitmap fills for later use.



Bitmap fills can be used to create interesting backgrounds and textures.

To apply a **bitmap** fill

- 1 Open the **Fill tools** flyout , and click the **Fill** tool .
- 2 Click the **Bitmap fill** button  on the property bar, and click the **Edit fill** button.
- 3 In the **Bitmap fill** dialog box, open the **Bitmap fill** picker, and click a fill.
- 4 Specify the attributes you want in the **Bitmap fill** dialog box, and click **OK**.
- 5 On the property bar, type values in the following boxes:

- **Transparency** — lets you specify a value for the opacity of the fill. Higher values increase the transparency.
- **Color similarity** — lets you specify how the fill spreads based on the color similarity of adjacent pixels. A value of 100 fills the entire object or area.

If you want to change the merge mode, click a merge mode from the **Paint mode** list box on the property bar.

- 6 Click where you want to apply the fill in the image



The **Width** and **Height** boxes are available only when the **Use original size** and **Scale bitmap to fit** check boxes are disabled.



You can add a bitmapped image stored on your computer, on disk, or on CD to the **Bitmap fill** picker by clicking **Load**, locating the bitmapped image, and double-clicking the filename.

You can use this procedure to apply a bitmapped fill to a selected object.

Applying **texture** fills





Texture fills are three-dimensional patterns. Unlike tiled bitmap fills, texture fills are a single image. You can use preset texture fills, such as water, minerals, and clouds, or you can edit a preset to create a custom texture fill.

When you edit a texture fill, you can specify values for parameters that control different aspects of the texture such as softness, density, light, volume, and shade of a texture. You can then save a custom texture fill and its attributes in a texture library.



You can modify the attributes of a texture fill to change its appearance.

To apply a TEXTURE fill

- 1 Open the **Fill tools** flyout , and click the **Fill** tool .
- 2 Click the **Texture fill** button  on the property bar, and click the **Edit fill** button .
- 3 In the **Texture fill** dialog box, choose a texture library from the **Texture library** list box.

- 4 Choose a texture from the **Texture** list.
- 5 Specify the attributes you want and click **OK**.
- 6 On the property bar, type values in the following boxes:
 - **Transparency** — lets you specify a value for the opacity of the fill. Higher values increase the transparency.
 - **Color similarity** — lets you specify how the fill spreads based on the color similarity of adjacent pixels. A value of 100 fills the entire object or area.

If you want to change the merge mode, click a merge mode from the **Paint mode** list box on the property bar.


- 7 Click where you want to apply the fill in the image.



Texture fills are scaled to the image or image area to which you apply them.

You can overwrite or delete textures from any library except the **Styles** library.



You can save the fill settings you specify by clicking the **Add fill** button , typing a name in the **Texture name** box, and choosing a library from the **Library name** list box.



You can continue to click the **Preview** button to randomly change all unlocked parameters.

Applying gradient fills

Gradient fills let you create a gradual blend between the colors in the area that you want to fill. They are similar to fountain fills; however, they can be adjusted directly in the image window. You can apply gradient fills to create a fill color that fades according to the type or shape of the image that you want to fill. Gradient fills can be flat, linear, elliptical, radial, rectangular, square or conical. They can also be made up of bitmapped images or texture patterns.

When you apply a gradient fill to an image, a gradient arrow, which marks the transition from one color to another, displays in the image window. Each color in the gradient fill is represented by a node on the gradient arrow. You can change and add colors, or adjust the transparency of individual colors. You can also adjust the size of the gradient fill.

To apply a gradient fill

- 1 Open the Fill tools flyout  , and click the Interactive fill tool  .
- 2 On the property bar, choose a gradient type from the Type list box, and choose Custom from the Interactive fill style list box.
- 3 Drag in the image window to set the gradient arrow.
- 4 Drag a color swatch from the color palette to a color node on the gradient arrow.

A black arrow appears to indicate that the color swatch is in position.

- 5 Click the Apply button  .

You can also

Set the halfway point for the color transition	Drag the slider on the gradient arrow.
Change a color	Drag a color swatch from the color palette to a color node on the gradient arrow.
Add a color	Drag a color swatch from the color palette to any area along the gradient arrow.
Delete a color	Right-click a color node, and click Delete .
Set the transparency of a color	Click a color node, and move the Node transparency slider on the property bar. Higher values increase transparency.



When you choose a Flat, Bitmap, or Texture fill type from the Type list box, color nodes do not display in

the image window; the current paint color determines the color of the flat fill, and the last settings for the bitmap fill or texture fill are applied. You can specify the transparency for a **Flat**, **Bitmap** or **Texture** fill type on the property bar.

FROM HERE

For more information about...	In the online Help Index, type...
Applying fountain fills	fountain fills
Applying bitmap fills	bitmap fills
Applying a transparency pattern to a fill	transparency, fill patterns



PAINTING IMAGES

Corel PHOTO-PAINT lets you create images or modify existing ones using a variety of shape and paint tools.

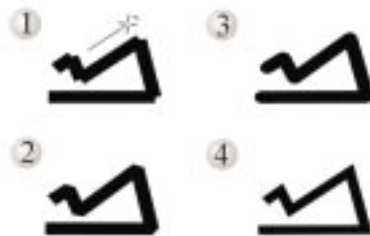
In this section, you'll learn about

- drawing shapes and lines
- applying brush strokes
- spraying images

DRAWING SHAPES AND LINES








You can add shapes, such as squares, rectangles, circles, ellipses, and polygons to images. Shapes can be outlined, filled, or rendered as separate, editable objects. For more information about objects, see “Creating objects.” on page 105.


You can also add lines to images. When you add lines, you can specify the width and transparency, as well as the way line segments join together. The current paint color determines the color of the line.



You can specify how lines join: Butt, Filled, Round, or Point.

To draw a rectangle or an ellipse

- 1 Open the **Shape tools** flyout , and click one of the following tools:
 - **Rectangle tool** 
 - **Ellipse tool** 
- 2 On the property bar, click one of the following buttons:
 - **Uniform** 
 - **Fountain** 
 - **Bitmap** 
 - **Texture** 

- **Disable** 

- 3 Drag in the image window until the rectangle or ellipse is the size you want.

You can also

Round the corners of a rectangle	Type a value in the Rectangle roundness box on the property bar.
----------------------------------	---


Apply an outline to a rectangle or ellipse	Type a value in the Shape width box on the property bar.
--	---










The current fill is displayed on the status bar. For information about fills, see “Filling images” on page 91.



You can use this procedure to draw a square with the **Rectangle** tool or a circle with the **Ellipse** tool by holding down **CTRL** as you drag.

You can use this procedure to create an object by clicking the **Render to object** button  on the property bar after you click the **Rectangle** or **Ellipse** tool.

To draw a polygon


- 1 Open the **Shape tools** flyout , and click the **Polygon** tool .
- 2 On the property bar, click one of the following buttons:
 - **Uniform** 
 - **Fountain** 
 - **Bitmap** 
 - **Texture** 
 - **Disable** 

If you want to apply an outline to the polygon, type a value in the **Shape width** box on the property bar.



- 3 Click where you want to set the anchor points of the polygon, and double-click to set the last anchor point.



You can create 45-degree angles by holding down **CTRL** while drawing the polygon.

You can use this procedure to create an object by clicking the **Render to object** button  on the property bar after you click the **Polygon** tool.


To draw a line

- 1 Open the **Shape tools** flyout , and click the **Line** tool .

- 2 Type a value in the **Shape width** box on the property bar.
- 3 On the property bar, choose one of the following from the **Shape joints** list box:
 - **Butt** — joins the segments; if you specify a higher **Shape width** value, a gap appears between the joined segments
 - **Filled** — fills the gaps between joined segments
 - **Round** — rounds the corners between joined segments
 - **Point** — points the corners of joined segments
- 4 Choose a paint color.
- 5 Click where you want to start and end each segment in the image window until the line is the length you want.
- 6 Double-click to end the line.



You can use this procedure to draw a single line segment by dragging in the image window.

You can use this procedure to create an object by clicking the **Render to object** button  on the property bar after you click the **Line** tool.

Applying brush strokes

Paint tools let you imitate a variety of painting and drawing mediums. For example, you can apply brush strokes that imitate watercolors, pastels, or felt markers and pens. Brush strokes can

be rendered as separate objects or merged with the image background or active object. For information about objects, see “Creating objects” on page 105.

The paint tool and brush type you choose determines the appearance of the brush stroke on the image. When you paint with a preset brush, the brush attributes of the paint tool are predetermined.

The color of the brush stroke is determined by the current paint color, which is displayed on the status bar. For more information about choosing colors, see “Working with color” on page 87.



In addition to painting with color, you can apply images and textures by painting with a fill.

Merge modes, also called paint modes, control the way the paint or fill color blends with the base color of the image. You can change the merge mode setting from the default (Normal) for specific blending purposes.



*You can choose a preset brush from the **Artistic media** Docker window.*

To paint with a preset brush

- 1 Open the **Brush tools** flyout , and click the **Paint** tool .
- 2 Open the **Paint tool** picker on the property bar, and click a paint tool.
- 3 Choose a preset brush type from the **Brush type** list box on the property bar.
- 4 Click a paint color on the color palette.
- 5 Drag in the image window.

If you want to constrain the brush to a straight horizontal or vertical line, hold down **CTRL** while you drag and press **SHIFT** to change direction.



The property bar provides options for changing the attributes of a preset brush. After you change an attribute, the brush name changes to **Custom art brush**.



You can use this procedure to create an object by clicking **Object ▶ Create ▶ New object** before you drag in the image window.

You can also choose a preset brush by clicking **Window ▶ Dockers ▶ Artistic media**, and clicking a brush stroke sample.

Spraying images



You can spray full-color bitmapped images. For example, you can enhance landscapes by spraying clouds across the sky or foliage across a lawn.

Corel PHOTO-PAINT includes a variety of image list files. Each file consists of a group of source images which are used to create spray lists. You can load a preset spraylist, edit the preset, or create a spraylist by saving source images in an image list. Any selected objects or images can be used as source images to create an image list. You can edit the source images at any time.



Butterflies and Foliage have been sprayed on the image. Examples of brushes are displayed on the left.

To spray images




- 1 Open the **Brush tools** flyout , and click the **Image sprayer** tool .
- 2 Choose a preset image list from the **Brush type** list box on the property bar, and type values in any of the following boxes:
 - **Size** — lets you specify the nib width in pixels
 - **Transparency** — adjusts the transparency of the images
 - **Number of dabs** — lets you specify the number of images sprayed with each dab of the brush
 - **Spacing** — lets you specify the distance between dabs along the length of a brush stroke

- **Spread** — lets you specify the distance between dabs along the width of the brush stroke
 - **Fade out** — lets you specify the rate at which paint fades in a brush stroke. Negative numbers fade in while positive numbers fade out
- 3 Choose an image sequence from the **Image choice** list box on the property bar.
 - 4 Drag in the image window.



The minimum and maximum numeric values for a box on the property bar can be seen by right-clicking in the box to open the **Settings** dialog box.

To create a spraylist

- 1 Open the **Brush tools** flyout , and click the **Image sprayer** tool .
- 2 Choose a preset spray image from the **Brush type** list box on the property bar.
- 3 Click the **Create spraylist** button  on the property bar.
- 4 In the **Create spraylist** dialog box, specify the contents of the spraylist.

FROM HERE

For more information about...	In the online Help Index, type...
Painting symmetrical patterns and orbits	orbits
Repeating brush strokes	brush strokes, repeating
Creating custom brushes	custom brushes
Using a pressure-sensitive pen	pressure-sensitive pens, using
Understanding merge modes	merge modes, understanding



Working with objects

You can increase your image-editing capabilities using objects, which are independent image elements that float above the background.

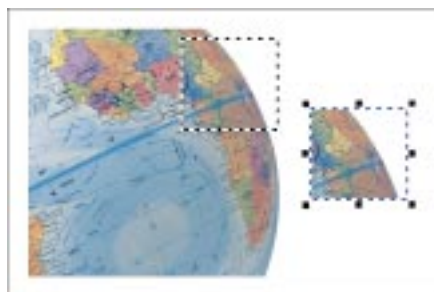
In this section you'll learn about

- creating objects
- selecting objects
- moving, copying, and deleting objects
- transforming objects
- adding drop shadows to objects
- working with object transparency
- using clip masks to change object transparency

CREATING objects

You can create an object from scratch by applying brush strokes or creating shapes. For more information about applying brush strokes and creating shapes, see “Painting images” on page 99.

You can also create an object using the entire image background or by using an editable area that you define on the image background or another object. When you create an object from an editable area, you can include only the visible elements in that area. For information about defining editable areas, see “Masking images” on page 49.



You can create an object using part of the image background.

To create an object using a brush tool or a shape tool


- 1 Click **Object** ▶ **Create** ▶ **New object**.
- 2 Open one of the following flyouts, and click a tool:
 - **Brush tools flyout**
 - **Shape tools flyout**
- 3 Set the attributes of the tool on the property bar.
- 4 Drag the tool in the image window until the object is the shape you want.



When the **Marquee visible** command in the **Object** menu is enabled, a dashed outline, called a marquee, surrounds the new object.

All brush strokes and sprayed images are added to the active object by default.



You can also create a new object by clicking **Window** ▶ **Dockers** ▶ **Objects**, clicking **New object**  in the **Objects** Docker window.

To create an object using the entire image background

- Click **Object** ▶ **Create** ▶ **From background**.

Selecting objects

You must select objects before you can change them. You can select one object, multiple objects, or multiple groups of objects. When you select a single object, a highlighting box with eight transformation handles surrounds the object. When you select multiple objects, the highlighting box expands to surround all of the objects.

You can select multiple objects, but only one object is active. The active object is outlined by a marquee. You can edit the active object by filling it and applying special effects to it, in addition to moving it, transforming it, and combining it with other objects.



The other selected objects, however, can only be moved, transformed or combined.







When you finish making changes to the selected objects, you can deselect them.



The highlighting box indicates that the globe and the gear are selected. The object marquee appears around the globe to indicate that it is the active object.

To select objects

To select	Do the following
An object	Open the Object tools flyout  , click the Object picker tool  , and click an object.

To select	Do the following
An object hidden by another object	Open the Object tools flyout  , click the Object picker tool  . Hold down ALT , and click until the highlighting box of a hidden object displays.
Multiple objects	Open the Object tools flyout  , click the Object picker tool  . Hold down SHIFT , and click the objects.
All objects in an image	Click Objects ▶ Select all .
Multiple groups of objects	Open the Object tools flyout  , click the Object picker tool  . Hold down SHIFT , and click an object from each group you want to select.









When the **Marquee visible** command in the **Object** menu is enabled, a dashed outline, called a marquee, surrounds the object.



You can also select an object by clicking **Window ▶ Dockers ▶ Objects**, and clicking a thumbnail in the **Objects** Docker window.

To deselect objects

To deselect	Do the following
An object	Open the Object tools flyout  , click the Object picker tool  , and click anywhere outside the object's highlighting box.
Multiple objects	Open the Object tools flyout  , click the Object picker tool  . Hold down SHIFT, and click each object in the image window.
All objects	Open the Object tools flyout  , click the Object picker tool  , and click the background.



When you deselect an object, it is still active.

Moving, copying, and deleting objects

Corel PHOTO-PAINT lets you move an object or part of an object to a new location in the same image window or to another image window. You can also copy an object or part of an object and paste it to the same image window or another image window.

When you move or copy part of an image, you define an editable area on the object. You can also move or copy an object into an editable area. For more information about defining editable areas, see “Defining editable areas” on page 51.


When you no longer need an object, you can delete it.



The statue object is moved from one location to another.


To move an object

- Select the object, and drag it to a new location.

To move an object	Do the following
Move an object within an image window or to another image window	Select an object, and drag it to a new location or to another image window.
Nudge an object in preset increments	Select an object, and press an ARROW key.
Move an object to a precise location relative to the image window.	Select an object. On the property bar click the Position mode button  and type values in the Horizontal and Vertical transformation boxes.



You can use this procedure to move an object to another image window by dragging the object to the new image window.

You can move an object to a precise location that is relative to its current position by enabling the **Relative position** button  on the property bar.

To copy an object

- 1 Select an object.

- 2 Click **Edit ▶ Copy**.
- 3 Click **Edit ▶ Paste ▶ Paste new object**.



The copy is placed on top of the original object if you paste the object into the same window.




You can also copy a selected object within the same image window by clicking **Object ▶ Duplicate**.

You can use this procedure to create a new document with the object by clicking **Edit ▶ Paste ▶ As new document** after copying the object.

To delete an object



- 1 Select an object.
- 2 Click **Object ▶ Delete**.


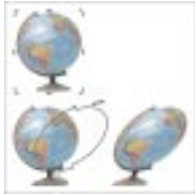



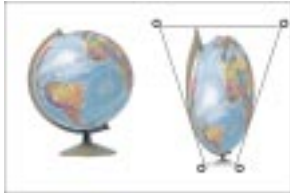
You can also delete a selected object by clicking **Window ▶ Dockers ▶ Objects**, and clicking the **Delete object(s)** button  in the **Objects** Docker window.

Transforming objects

You can change the appearance of objects by using any of the following methods.

Transformation	Description
Sizing	Lets you change the width and height of an object
Scaling	Lets you size an object to a percentage of its original size
	
Rotating	Lets you turn an object around its center of rotation
	


Transformation	Description
Flipping	Lets you create a horizontal or vertical mirror image of an object
	
Skewing	Lets you slant an object to one side
	

Transformation	Description
Distorting	<p>Lets you stretch an object disproportionately</p> 
Applying perspective	<p>Lets you give an object the appearance of depth</p> 

You can apply transformations to a single object or multiple objects simultaneously.

When you scale, skew, or rotate an object, its edges can appear jagged. For this reason, these transformation modes enable anti-aliasing by default.

To size an object


- 1 Select an object.
- 2 Open the **Object mode picker** on the property bar, and click the **Size mode** icon .
- 3 Drag any of the handles on the highlighting box.
- 4 Double-click the object.



You can keep the center of rotation in place while you size the object by holding down **SHIFT** as you drag any of the handles.

You can also size a selected object by typing values in the **Horizontal/Vertical transformation** boxes on the property bar.


To scale an object

- 1 Select an object.
- 2 Open the **Object mode picker** on the property bar, and click the **Scale mode** button .
- 3 Drag a corner handle on the highlighting box.
- 4 Double-click the object.



You can also scale a selected object by typing values in the **Horizontal/Vertical transformation** boxes on the property bar.

To rotate an object

- 1 Select an object.
- 2 Open the **Object mode** picker on the property bar, and click the **Rotate mode** button .
- 3 Drag the object's center of rotation to a new location.
- 4 Drag a rotation handle on the highlighting box.
- 5 Double-click the object.



You can constrain the rotation to 15-degree increments by holding down **CTRL** as you drag a corner handle.

You can also rotate a selected object by typing values in the **Horizontal/Vertical transformation** boxes and the **Rotation angle** box on the property bar.

To flip an object

- 1 Select an object.

- 2 Hold down **CTRL**, and drag a center handle on the highlighting box across the object, past the center handle on the opposite side
- 3 Double-click the object.



You can flip a selected object disproportionately by not holding down **CTRL** while dragging a center handle of the highlighting box across the center handle on the opposite side.

To skew an object

- 1 Select an object.
- 2 Open the **Object mode** picker on the property bar, and click the **Skew mode** button.
- 3 Drag a skewing handle on the highlighting box.
- 4 Double-click the object.



You can also skew an object by typing values in the **Horizontal/Vertical transformation** boxes.

To distort an object

- 1 Select an object.
- 2 Open the **Object mode** picker on the property bar, and click the **Distort mode** button.

- 3 Drag a distortion handle on the highlighting box.
- 4 Double-click the object.

To apply perspective to an object

- 1 Select an object.
- 2 Open the **Object mode** picker on the property bar, and click the **Perspective mode** button.
- 3 Drag a perspective handle on the highlighting box.
- 4 Double-click the object.

Adding drop shadows to objects

There are two types of drop shadows you can add to an object: flat or perspective. Flat drop shadows silhouette objects and can be used to create a glow effect. Perspective drop shadows (Pers.) create three-dimensional depth.

You can add a drop shadow to any object by applying a preset drop shadow. When you apply a preset, you can modify it to create a custom drop shadow. For example, you can change its direction and its distance from an object; its color and opacity; and the feathering of its edges. You can also copy a custom drop shadow or save it as a preset.


When you change the shape or transparency of an object to which you've applied a drop shadow, the drop shadow automatically changes to mirror these changes.

You can remove a drop shadow at any time.




You can apply a flat or perspective drop shadow to an object.

To add a drop shadow

- 1 Click the **Object dropshadow** tool , and select an object.
- 2 Choose a preset from the **Shadow preset** list box on the property bar.
- 3 On the property bar, type values in any of the following boxes:
 - **Shadow direction** — lets you specify the angle at which the shadow lies in relation to the object
 - **Shadow offset** — lets you specify the distance of the shadow from the point of origin on the object
 - **Shadow opacity** — lets you specify the transparency of the shadow

- **Shadow feather** — lets you specify the number of pixels on the edge of the shadow that are feathered to create a soft edge. You can specify a direction for the feathered pixels from the **Shadow feather direction** picker and a pattern from the **Shadow feather edge** picker.
- **Shadow fade** — lets you specify the percentage by which a perspective drop shadow fades as it moves away from the object
- **Shadow stretch value** — lets you specify the length of a perspective shadow.

You can also

Change the color of the drop shadow	Drag a color swatch from the color palette to the node on the drop shadow arrow.
Specify the offset and the feather width of the offset as a percentage of the size of the drop shadow	Enable the Shadow relative check box.
Save a custom drop shadow as a preset	Click the Shadow add preset button  on the property bar, and type a name for the drop shadow.



You can modify many drop shadow attributes interactively by adjusting the nodes and triangle handles on the drop shadow arrow in the image window after choosing a preset.

Working with object transparency

You can change the transparency of an object to reveal image elements that lie beneath the object. When you change the transparency of an object, you change the grayscale value of its individual pixels. All colors have a grayscale value. For example, black is transparent and has a value of 0; white is opaque and has a value of 255.



You can change the transparency of the entire object or use a brush to change the transparency of part of an image.

Changing object transparency

You can change the transparency of an entire object or editable area of an object. Changing the transparency of an entire object changes the transparency values of all pixels in an object by an equal amount.

Applying transparency gradients to objects

You can apply a transparency gradient to an object so that the object fades from one transparency value to another. There are several gradient types that determine the pattern of the transparency: flat, linear, elliptical, radial, rectangular, square, conical, bitmap, or textured.

You can customize the gradient by adding and removing nodes and specifying a transparency value for each node.

Making selected colors in objects transparent

You can make all pixels of a certain color or color range transparent in the active object. Removing one or all the color selection nodes makes the pixels of a certain color opaque again.

Blending objects

You can blend objects with the objects that lie under them in the stacking order. You can specify the grayscale values of the object pixels on a scale of 0 (black) to 255 (white) and the opacity of the pixels on a scale of 0 (transparent) to 100 (opaque). Pixels in the

active object that fall outside the specified range are hidden so that the pixels of the underlying object are visible.

To change the transparency of an object

- 1 Select an object.
- 2 Click **Window ▸ Dockers ▸ Objects**.
- 3 Type a value in the **Opacity** box in the **Objects** Docker window.



The **Opacity** box is not available for black-and-white (1-bit) images.

From here

For more information about...	In the online Help Index, type...
Creating objects	objects, creating
Moving, copying, and deleting objects	objects, moving and copying
Displaying and arranging objects	objects, changing order
Grouping and combining objects	objects, grouping and combining
Changing the edges of objects	objects, changing edges
Adding drop shadows to objects	objects, drop shadows

For more information about...	In the online Help Index, type...
Working with object transparency	objects, changing transparency
Using clip masks to change transparency	objects, clip masks



CHANGING color modes

16

Changing an image to another color mode, such as RGB, CMYK or Grayscale, changes the image's color structure and size and can affect how the image displays and prints.

In this section, you'll learn about

- changing the color mode of images
- changing images to the Paletted color mode

CHANGING THE color mode of images

The colors of the images that you work with in Corel PHOTO-PAINT are based on color modes. Color modes define the color characteristics of images and are described by their component colors and bit depth. For example, the RGB (24-bit) color mode is composed of red, green, and blue values and has a

bit depth of 24 bits. Similarly, the CMYK (32-bit) color mode is composed of cyan, magenta, yellow, and black values and has a bit depth of 32 bits.

Although you may not be able to see the difference between an image in the CMYK color mode and an image in the RGB color mode on screen, the images are quite different. Colors from the RGB color space can cover a greater range of the visual spectrum (they have a larger gamut) than those from the CMYK color space. For the same image dimensions, a CMYK image has a larger file size than an RGB image. RGB is the default color mode for Corel PHOTO-PAINT images.

Each time you convert an image, you may lose color information. For this reason, you should finish editing and then save an image before you convert it to a new color mode.

For more information about color modes and color models, see “Understanding color models” on page .

Corel PHOTO-PAINT supports the following color modes:

- Black-and-white (1-bit)
- Duotone (8-bit)
- RGB Color (24-bit)
- CMYK Color (32-bit)
- Grayscale (16-bit)
- NTSC RGB (video)
- Grayscale (8-bit)
- Paletted (8-bit)
- Lab Color (24-bit)
- Multichannel
- RGB Color (48-bit)
- PAL RGB (video)

The Black-and-white, Paletted, and Duotone color modes provide conversion options that you can specify.



An RGB image changed to the Black-and-white color mode.



An RGB image changed to the CMYK color mode.



An RGB image changed to the Grayscale color mode.



An RGB image changed to the Lab color mode.



Paletted color mode (256 colors).



An RGB image changed to the Multichannel color mode. The Red color channel is displayed.

To change the color mode of an image

- Click **Image ► Mode**, and click one of the following:
 - Grayscale (8-bit)
 - RGB color (24-bit)
 - Lab color (24-bit)
 - CMYK color (32-bit)
 - Multichannel
 - Grayscale (16-bit)
 - RGB color (48-bit)
 - NTSC RGB
 - PAL RGB



The mode of the current image determines which modes are available for conversion. Modes which are not available are grayed.

CHANGING IMAGES TO THE PALETTERD COLOR MODE

The Paletterd color mode, also called the indexed color mode, is an 8-bit color mode that stores and displays images using up to 256 colors. You can change a complex image to the Paletterd color mode to reduce its file size and to publish it to the World Wide Web.

CHOOSING, EDITING AND SAVING A COLOR PALETTE

When you change an image to the Paletterd color mode, you use a predefined or a custom color palette and then edit the palette by replacing individual colors. If you choose the Optimized color palette, you can also edit the palette by specifying a range sensitivity color. The color palette you use to convert the image is called the processed color palette, and it can be saved for use with other images.

DITHERING

Changing images to the Paletterd color mode lets you use dithering to enhance the appearance of images. Dithering places pixels with specific colors or values relative to other pixels of a

specific color. The relationship of one colored pixel to another creates the appearance of additional colors that do not exist in the color palette.

You can use two types of dithering: ordered dithering and error diffusion. Ordered dithering approximates color blends using fixed dot patterns; as a result, solid colors are emphasized and edges appear harder. Error diffusion scatters pixels irregularly, making edges and colors softer. Jarvis, Stucki and Floyd-Steinberg are methods of error diffusion.

SETTING THE COLOR RANGE FOR A CUSTOM COLOR PALETTE

When you change an image to the Paletterd color mode using the Optimized palette, you can choose a seed color and a range sensitivity for the seed color so that the seed color, and similar colors that fall within the range settings, are included in the processed color palette. You can also specify how much emphasis to place on the range sensitivity. Because the palette has a maximum of 256 colors, emphasizing a seed color reduces the number of colors that fall outside the range sensitivity.

SAVING CONVERSION OPTIONS

After you choose a color palette and set the dithering and range sensitivity for the changing of an image to the Paletterd color mode, you can save the selected options as a conversion preset

that you can use with other images. You can add and remove as many conversion presets as you want.

CHANGING MULTIPLE IMAGES TO THE PALETTERED COLOR MODE

You can change multiple images to the Paletted color mode simultaneously. Before you perform a batch conversion, you must open the images in Corel PHOTO-PAINT. All images that you include in the batch are changed using the color palette and conversion options you specify. Batch conversion is useful when publishing to the World Wide Web because all images on a web page must use the same color palette.



*An image changed to the Paletted color mode using the **Optimized** palette.*



*An image changed to the Paletted color mode using the **Netscape Navigator** palette.*




*An image changed to the Paletted color mode using the **Optimized** palette and setting the range sensitivity.*

To change an image to the Paletted color mode

- 1 Click **Image ▶ Mode ▶ Paletted (8-bit)**.
- 2 In the **Convert to paletted** dialog box, click the **Options** tab.
- 3 Choose a color palette type from the **Palette** list box.
- 4 Choose a dithering option from the **Dithering** list box.
- 5 Move the **Dither intensity** slider to adjust the amount of dithering.

You can also

Save the conversion options as a preset	Click the Add preset button  , and type a name in the Save new preset as box.
Edit the processed color palette	Click the Processed palette tab, and click Edit . Modify the colors you want in the Color table dialog box.
Save the processed color palette	Click the Processed palette tab, and click Save . Choose the drive and folder where you want to save the processed color palette, and type a filename in the File name box.




The **Ordered** dithering option applies more quickly than do the error diffusion options **Jarvis**, **Stucki**, and **Floyd-Steinberg**; however, it is less accurate.



You can choose a custom color palette by clicking **Open**, locating the color palette file you want, and double-clicking the filename.

You can load preset conversion options by choosing a preset from the **Presets** list box on the **Options** tab.

To set the color range for a custom color palette

- 1 Click **Image ▶ Mode ▶ Paletted (8-bit)**.
- 2 Click the **Options** tab.
- 3 Choose **Optimized** from the **Palette** list box.
- 4 Enable the **Color range sensitivity to check** box.
- 5 Click the **Eyedropper** tool , and click a color in the image.
- 6 Click the **Range sensitivity** tab, and specify the settings you want.
- 7 Adjust the range sensitivity sliders.

If you want to view the color palette, click the **Processed palette** tab.

To change multiple files to the Paletted color mode

- 1 Click **Image ▶ Mode ▶ Paletted (8-bit)**.

- 2 Click the **Batch** tab.
- 3 From the left column, choose each file you want to change, and click **Add**.



You can preview an image by choosing it from the **Preview image** list box, and clicking the **Preview** button.

FROM HERE

For more information about...	In the online Help Index, type...
Changing to the Black-and-white color mode	Black and white, converting images
Changing to the Duotone color mode	Duotone color mode, changing images to
Palette types	palette types



Working with TEXT

You can add text to images and create interesting text effects. You can also move, edit and format text. Fitting text to a path lets you place text along an uneven line.

In this section, you'll learn about

- adding and editing text
- formatting text
- fitting text to a path


Adding and editing TEXT

As you add text, you can specify its font, size, and alignment, as well as the character spacing and line spacing. Text is created as an object by default; therefore, you can move, size, scale, rotate,

flip, skew, distort, and apply perspective as you would to an object; however, you will lose distortion or perspective effects if you add, remove or edit text characters. For more information about working with objects, see “Working with objects” on page 105. Text can also be rendered as an editable area of a mask. For more information about creating editable areas, see “Masking images” on page 49.


After you create text, you can edit by changing the color of text, painting text, or filling it with patterns and textures.


To Add TEXT

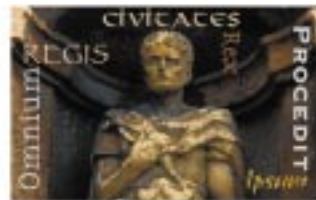
- 1 Click the **Text** tool .
- 2 Choose a font from the **Font name** list box on the property bar.

- 3 Choose a font size from the **Font size** list box.
- 4 Type values in the following boxes:
 - **Character spacing**
 - **Line spacing**
- 5 Choose a setting from the **Alignment** list box.
- 6 Click in the image window, and type the text.
- 7 Click outside the text box.




You can render text as an editable area, by clicking the **Render text to mask** button  on the property bar. text-shaped editable area to which you can apply effects.

You can improve the appearance of text in a font size smaller than 12 pts. by clicking the **Top hinted** button .








*Text is created using the **Text** tool.*

To **change the color of text**

- 1 Select the text using the **Text** tool .
- 2 Click a color on the color palette.


To **paint text**



- 1 Open the **Object tools** flyout , and click the **Object picker** tool .
- 2 Select the text.
- 3 Click **Windows** ▶ **Dockers** ▶ **Objects**.
- 4 Enable the **Lock object transparency** button  in the **Objects** Docker window.
- 5 Open the **Brush tools** flyout , and click the **Paint** tool .
- 6 Specify any tool settings on the property bar.
- 7 Click a color on the color palette.
- 8 Drag across the text.



Ensure text is correct before painting, as you will lose paint effects if you add, remove or edit text characters.

To **fill text**

- 1 Open the **Object tools** flyout , and click the **Object picker** tool .
- 2 Select the text.

- 3 Open the **Fill tools** flyout , and click the **Fill tool** .
- 4 Specify any tool settings on the property bar.
- 5 Click each text character that you want to fill.



Ensure text is correct before filling, as you will lose fill effects if you add, remove or edit text characters.





You can paint text or fill it with patterns and textures.

FORMATTING TEXT

Corel PHOTO-PAINT lets you format text to enhance its appearance. For example, you can change the font attributes, such as style and size, and you can underline, strike through, and overscore text. You can also add superscript or subscript text, which is useful if an image requires footnotes or mathematical symbols.

Kerning text changes the space between characters. You can also shift text characters vertically and horizontally.



TO CHANGE FONT ATTRIBUTES

- 1 Select the text using the **Text tool** .
- 2 Click the **Format text** button  on the property bar.
- 3 In the **Format text** dialog box, click the **Character** tab.
- 4 Specify the font attributes you want.





You can also change the font style of selected text by clicking the **Bold** button  and/or the **Italic** button  on the property bar.

TO UNDERLINE, STRIKE THROUGH, AND OVERSCORE TEXT

- 1 Select the text using the **Text tool** .
- 2 Click the **Format text** button  on the property bar.
- 3 In the **Format text** dialog box, click the **Character** tab.
- 4 Choose a line style from one of the following list boxes:
 - **Underline** — underlines the text
 - **Strikethru** — adds a line through the text
 - **Overscore** — adds a line above the text

You can also

Customize the thickness of a line Click the **Edit line** button  beside a line style list box and type a value in the **Thickness** box.

Customize the distance between text and line Click **Edit line** button  beside a line style list box and type a value in the **Baseline shift** box.





You can add a single underline to selected text by clicking the **Underline** button  on the property bar.

Visit autem
~~Visit autem~~
Visit autem

You can overscore, strike through, or underline text.

To add superscript or subscript text

- 1 Select the text using the **Text** tool .
- 2 Click the **Format text** button  on the property bar.
- 3 In the **Format text** dialog box, click the **Character** tab.
- 4 From the **Position** list box, choose one of the following:
 - Superscript
 - Subscript

Visit autem¹
Visit autem₁

You can create superscript or subscript text.



Fitting text to a path

You can fit text to a path to place text along a line or shape. After you fit text to a path, you can adjust the text's position relative to that path. For example, you can place the text on the inside or


outside of the path, or you can adjust the distance between the text and the path.

You can render the text as an object to separate it from a path. The text retains the shape of the path to which it was fitted. You can also straighten the text to separate it from the path without retaining the path shape.

To fit TEXT TO A PATH

- 1 Open the **Object tools** flyout , and click the **Object picker** tool .
- 2 Select the text.
- 3 Click **Object** ▶ **Text** ▶ **Fit text to path**.
- 4 Click a path where you would like the text to begin.





You can also fit text to a path by clicking the **Text** tool , moving the mouse over a path and clicking where you want the text to begin.



You can create text along a path.


To adjust the position of TEXT FITTED TO A PATH


- 1 Open the **Object tools** flyout , and click the **Object picker** tool .
- 2 Select the text.
- 3 On the property bar, choose a setting from any of the following list boxes:
 - **Text orientation** — lets you specify the orientation of text
 - **Vertical placement** — lets you specify the vertical position of text
 - **Text placement** — lets you specify the placement of text
 - **Distance from path** — lets you specify the distance between the text and the path

- **Horizontal offset** — lets you specify the horizontal position of text



If you want to move text to the opposite side of the path, click the **Place on other side** button.



You can adjust the orientation of the text by holding down **CTRL**, selecting the text using the **Object picker** tool , and dragging the selections handles.

You can change the horizontal position of text along a path by dragging character nodes using the **Path** tool .

To RENDER TEXT AS AN OBJECT

- 1 Open the **Object tools** flyout , and click the **Object picker** tool .
- 2 Select the text.
- 3 Click **Object ▸ Text ▸ Render as object**.

To STRAIGHTEN TEXT

- 1 Open the **Object tools** flyout , and click the **Object picker** tool .
- 2 Select the text.
- 3 Click **Object ▸ Text ▸ Straighten text**.

FROM HERE

For more information about...	In the online Help Index, type...
Formatting text	text, formatting

Output





Corel PHOTO-PAINT 10 provides extensive options for printing your work.

In this section, you'll learn about

- printing your work
- laying out print jobs

PRINTING YOUR WORK

In Corel PHOTO-PAINT, you can print multiple copies of the same image. You can specify whether to print the active image, the active page, specific pages, specific images, or selections.

Before printing an image, you can specify printer properties, including paper size, graphics, and device options.

To SET PRINTER PROPERTIES

- 1 Click **File** ► **Print**.
- 2 Click the **General** tab.
- 3 Click **Properties**.
- 4 In the **Properties** dialog box, set any properties.

To PRINT YOUR WORK


- 1 Click **File** ► **Print**.
- 2 Click the **General** tab.
- 3 Choose a printer from the **Name** list box.
- 4 Type a value in the **Number of copies** box.
If you want the copies collated, enable the **Collate** check box.
- 5 Enable one of the following options:

- **Current document** — prints the active drawing
- **Current page** — prints the active page
- **Pages** — prints the pages that you specify
- **Documents** — prints the drawings that you specify
- **Selection** — prints the objects that you specify



You must select objects before printing a selection.



You can preview your work by clicking on the **Mini preview** button  on the title bar.

Laying out print jobs

You can lay out a print job by specifying the size, position, and scale. Tiling a print job prints portions of each page on separate sheets of paper that you can assemble into one sheet. You would, for example, tile a print job that is larger than your printer paper.

To specify the size and position of a print job

- 1 Click **File ▶ Print**.
- 2 Click the **Layout** tab.
- 3 Enable one of the following options:
 - **As in document** — sizes and positions the printed image

- **Fit to page** — sizes and positions the print job to fit to a printed page
- **Reposition images to** — lets you reposition the print job by choosing a position from the list box



Enabling the **Reposition images to** option lets you specify size, position, and scale in the corresponding boxes.

To tile a print job

- 1 Click **File ▶ Print**.
- 2 Click the **Layout** tab.
- 3 Enable the **Print tiled pages** check box.
- 4 Type values in the following boxes:
 - **Tile overlap** — lets you specify the number of inches by which to overlap tiles
 - **% of page width** — lets you specify the percentage of the page width the tiles will occupy
 - **# of tiles** — lets you specify the number of horizontal and vertical tiles



Enable the **Tiling marks** check box to include tiling alignment marks.

FROM HERE

For more information about...	In the online Help Index, type...
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Printing colors accurately	colors, printing accurately
Printing to a PostScript device	printing, PostScript printer



SAVING, EXPORTING, AND CLOSING IMAGES

You can save your work as you create and edit an image and before you close it.

In this section, you'll learn about

- saving images
- exporting images
- closing images

SAVING IMAGES

Saving an image lets you preserve your work. When you save an image, you must specify a filename, drive, and folder where you want to save the file. You can also save an image with a new

filename if you want to make changes to an image but keep a copy of the original.

You can specify auto-save settings to have an image automatically saved at regular intervals as you work. You can choose to temporarily save an image at a particular stage in its development or overwrite the last version of the image.

Specifying backup settings lets you create a copy of an image each time you save. A backup copy is stored in the folder you specify.

To save an image

To save...	Do the following
An image	Click File ▶ Save .
An image with a new filename	Click File ▶ Save as . Choose the drive and folder where you want to save the file, and type a filename in the File name box. Choose a file type from the Files of type list box, and click Save .



You can save a file in a non-native file format. For information about file formats, see “Exporting images” on page 139.



You can also save an image by clicking the **Save** button  on the standard toolbar.

To specify auto-save settings

- 1 Click **Tools ▶ Options**.
- 2 In the list of categories, double-click **Workspace**, and click **Save**.
- 3 Enable the **Auto-save every** check box.

- 4 Type a value in the **Auto-save every** box to specify the number of minutes between auto-saves.
- 5 Enable one of the following options:
 - **Save to checkpoint** — temporarily saves the image in its current state without overwriting the version that has been saved to disk
 - **Save to file** — overwrites the last version of the file that you saved to disk

If you want a message displayed at every auto-save, enable the **Warn me before saving** check box.



When you save the image or exit Corel PHOTO-PAINT, the checkpoint version of the image is lost.

To specify backup settings

- 1 Click **Tools ▶ Options**.
- 2 In the list of categories, double-click **Workspace**, and click **Save**.
- 3 Enable the **Make backup on save** check box.

If you want to change the folder where backup copies are saved, enable the **Back-up to** check box, and click **Browse** to specify a folder.

Exporting files

Corel applications let you export and save files to a variety of file formats that can be used in other applications. For example, you can export a file to the JPEG or GIF format.

You can export a file to a selected file format. You can also export a file by saving the open file under a different name or to a different file format while leaving the open file in its existing format.

To export a file

- 1 Click **File** ► **Export** ► **Export**.
- 2 Choose a file format from the **Files of type** list box.
- 3 Type a filename in the **File name** box.
The file extension for the file format you choose is appended to the filename automatically.
- 4 Enable any of the following check boxes:
 - **Selected only** — saves only the editable areas defined on your image
 - **Web_safe_filenames** — replaces the white space in a filename with an underscore. Special characters are replaced by characters suitable for Web-based filenames.

- **Do not show filter dialog** — suppresses dialog boxes that provide other options when exporting

- 5 Click **Save**.



If a dialog box for the export format opens, specify the options you want. For detailed information about file formats, see “File formats” in the online Help.



To compress an image while exporting, choose a compression type from the **Compression Type** list box.

To save a file to a different format

- 1 Click **File** ► **Save As**.
- 2 Choose a file format from the **Files of type** list box.
- 3 Type a filename in the **File name** box.
The file extension for the file format you choose is appended to the filename automatically.
- 4 Enable any of the following check boxes:
 - **Selected only** — saves only the objects selected in the active drawing
 - **Web_safe_filenames** — replaces the white space in a filename with an underscore. Special characters are replaced by characters suitable for Web-based filenames.

- **Do not show filter dialog** — suppresses dialog boxes that provide other options when exporting

5 Click **Save**.

Closing images

You can close an image or all images at any time. If you close an image without saving, your work is lost.

To close images

To close	Do the following
An image	Click File ► Close .
All images	Click Window ► Close all .



CREATING IMAGES FOR THE WEB

20

Corel PHOTO-PAINT gives you the tools you need to create images that can be published to the Internet or e-mailed.

In this section, you'll learn about


- publishing images to the Internet
- creating image maps
- emailing images



Publishing images to the Internet

Before you publish an image to the Internet, you need to save it to a Web-compatible file format. For Internet use, you should save images to the Graphics Interchange Format (GIF), the Joint Photographic Experts Group (JPG) format, or the Portable

Network Graphics (PNG) format. You can also save an image with a transparent background.

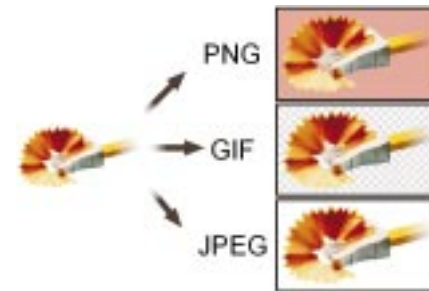
To save an image to a Web-compatible format

- 1 Click **File** ► **Publish to the Web** ► **Web image optimizer**.
- 2 In the **Web image optimizer** dialog box, select the number of file formats to preview.
- 3 In each preview pane, select a file format from the **File type** list box.
- 4 Choose a filter type from the **Presets** list box.
- 5 Click the **Edit filter** button  to customize the filter options.
- 6 Click the preview pane of the file format you want to export to and click **OK**.

You can also	Do the following
Preview the file download time for a particular modem speed	Choose a speed from the Modem speed list box.
Save a custom filter	Click Add  .
Delete a custom filter	Click Delete  .
Pan to another section of the image	Drag in the preview pane that contains the original image.
Zoom in the preview pane	Choose a magnification from the Zoom level list box.




For more information about the filter options for GIF, JPG, and PNG file formats, see “Saving, exporting and closing images” on page 137.



The Web image optimizer lets you preview an image in different web-compatible formats.

To save an image with a transparent background

- 1 Click **File** ► **Publish to the Web** ► **Web image optimizer**.
 - 2 In the **Web image optimizer** dialog box, choose the GIF file format from the **File type** list box.
 - 3 Choose a filter type from the **Presets** list box.
 - 4 Click the **Edit filter** button .
- If you want to display the image in the Web browser gradually to see portions of the image before it finishes loading, enable the **Interlace** check box.
- 5 Enable one of the following options:
 - **Image color** — makes the color you click in the color palette transparent


- **Masked area** — makes the protected area of your image transparent

If you want to make the editable area of an image transparent, click the **Invert mask** checkbox.



If you are saving an image that contains more than 256 colors, you must convert it to Paletted color mode to decrease the number of colors in the image. For more information see “Changing the color mode of images” on page 117.



You can also select a color to make transparent by clicking the **Eyedropper** tool  and clicking a color in the image window.



You can create a Gif with a transparent background to use on web page.

CREATING IMAGE MAPS

You can create image maps in Corel PHOTO-PAINT. An image map is a graphic containing clickable areas that link to Internet addresses, or URLs, on the World Wide Web. If your image contains objects, you can assign a URL to each object. A clickable area can be a polygon that closely follows an object's shape, a rectangle that matches an object's highlighting box, or a circle that has a radius equal to the object's longest dimension. When you click a clickable area, you automatically jump to another Web page.

You save the image to create an image map file. You can choose one of three different map types: Server-Side, Client-Side, or Client/Server-Side. You must save your image to one of three file formats to create an image map: GIF, JPEG, or PNG.

The following files are generated automatically, depending on the image map type you choose:

- an HTML page for Client/Server-side NCSA, Client/Server-side CERN, and Client-side image map types
- a map file for Client/Server-side NCSA, Client/Server-side CERN, Server-Side NCSA, and Server-side CERN image map types. Client-side image maps contain the HTML map tags in the HTML page.

To CREATE AN IMAGE MAP

- 1 Click **File** ► **Publish to the Web** ► **HTML**.
- 2 Choose the object from the **Objects** list.
- 3 Type a URL in the **URL** box.
- 4 Choose a shape for the clickable area from the **Define area as** list box, and click **OK**.
- 5 Choose a file format from the **File type** list box.
- 6 Type a filename in the **File name** box, and click **Save**.
- 7 In the dialog box, specify the options associated with the file format specified and click **OK**.
- 8 Type a name for the map file in the **File name** box.
- 9 Choose one of the following map types from the **Save as type** list box:
 - **Server-side NCSA (*.map)** — specifies that your server supports NCSA codes
 - **Server-side CERN (*.map)** — specifies that your server supports CERN codes
 - **Client-side (*.htm)** — specifies that your image map does not depend on a server to process map information; however the browser used to view Web pages must support map display
 - **Client/Server-side NCSA** — creates the files required for both client and NCSA server sides

- **Client/Server-side CERN** — creates the files required for both client and CERN server sides

If you are saving a Client-side image map, type a name for the map file in the **Map name** box.

You can also

Link any part of the image that does not have an assigned URL to a specific Web page	Enable the Default URL check box, and type a URL address in the Default URL box.
Include information about a file	Enable the Include file header information check box.
Access the Tag WWW URL dialog box	Right-click an object's thumbnail in the Objects Docker window, select Properties . Click the WWW URL tab.



Server-side image maps do not depend on a browser to process the map information; however, you must contact your Internet service provider to find out whether your server recognizes NCSA or CERN codes.

Client-side image maps contain the HTML map tags in the HTML page.



Image maps are images with clickable areas that link to other web pages.

EMAILING IMAGES

After you create or open an image in Corel PHOTO-PAINT, you can email it as an attachment using your email program.

TO EMAIL AN IMAGE

- Click File ► Send.

FROM HERE

For more information about...	In the online Help Index, type...
Choosing a file format	file formats, choosing for the World Wide Web

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